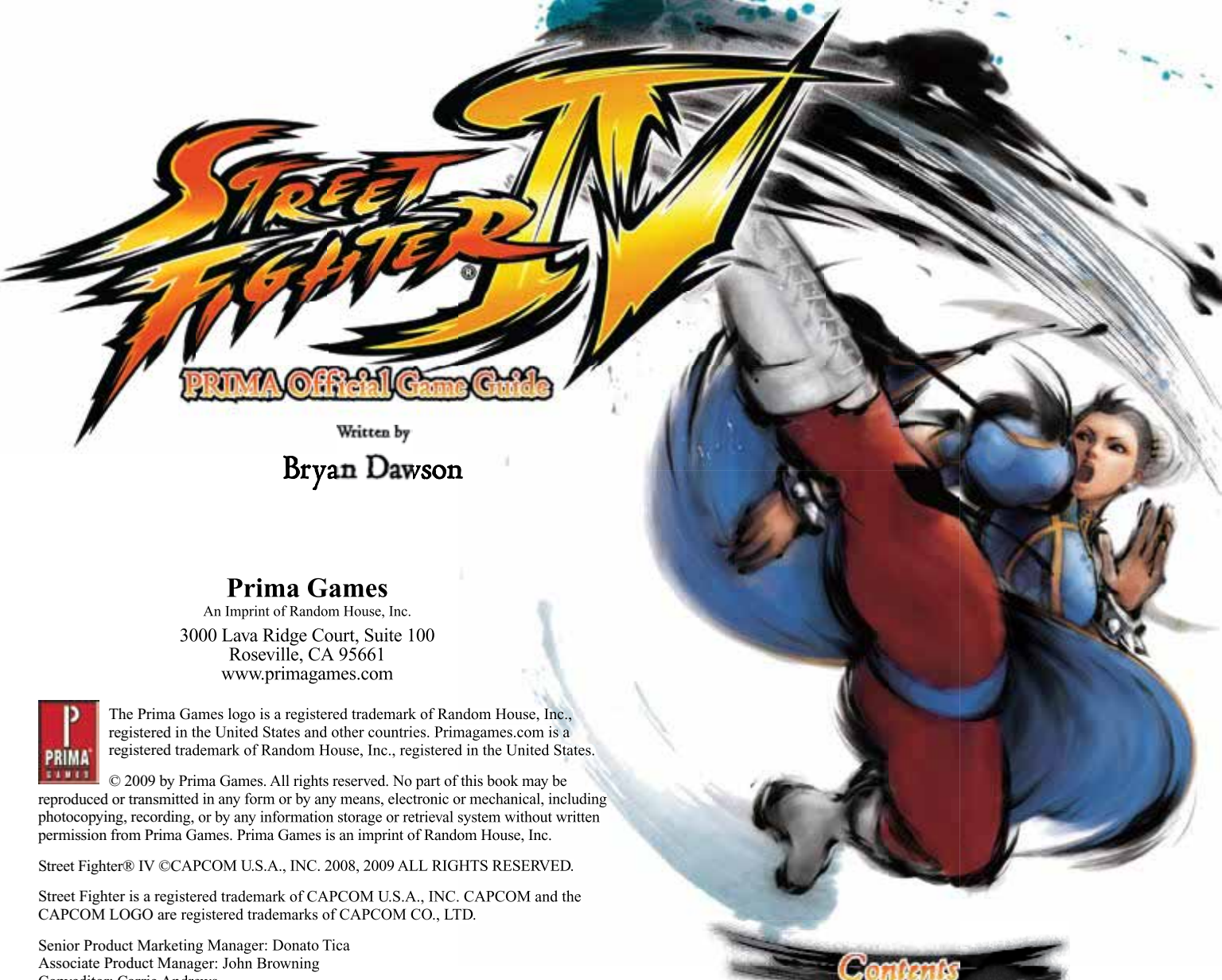




Written by
Bryan Dawson

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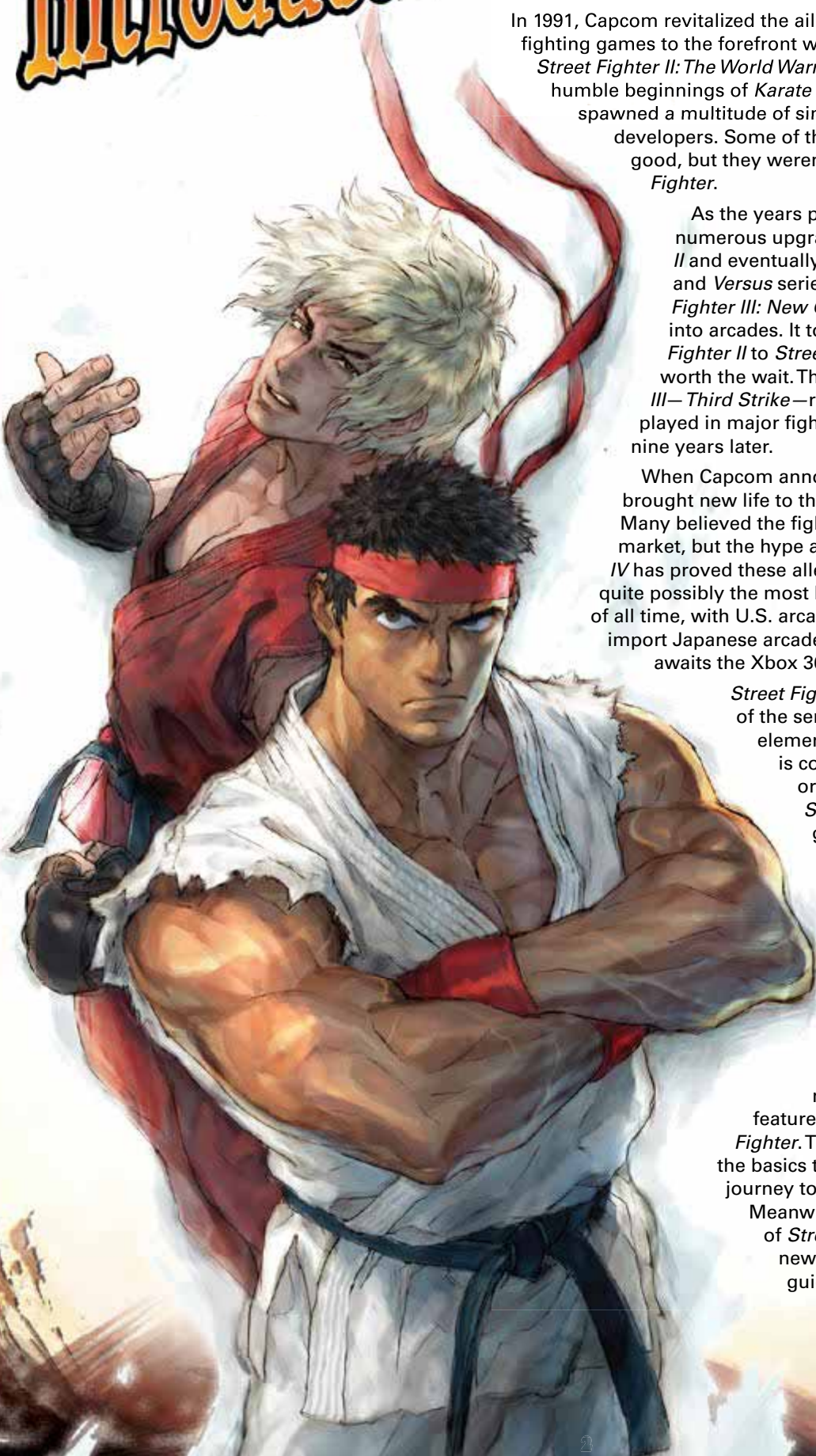
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Introduction

An artistic illustration of two characters from the Street Fighter series. In the foreground, a man with dark hair and a red headband (Ryu) is shown from the waist up, wearing a white gi with a black belt. He has a determined, slightly angry expression and his arms are crossed. Behind him, another man with spiky blonde hair and a red gi (Ken) is shown from the chest up, looking off to the side with a slight smile. A long red scarf or ribbon is flowing from Ken's head down towards the bottom of the frame. The background is a soft, hazy mix of white and light blue.

In 1991, Capcom revitalized the ailing arcade market and brought fighting games to the forefront with the release of the legendary *Street Fighter II: The World Warrior* arcade machine. It took the humble beginnings of *Karate Champ* and created a genre that spawned a multitude of similar products from competing developers. Some of the other fighting games were good, but they weren't equal to the almighty *Street Fighter*.

As the years passed, Capcom released numerous upgrades to the original *Street Fighter II* and eventually started the *Street Fighter Alpha* and *Versus* series of fighters. In 1997, *Street Fighter III: New Generation* finally made its way into arcades. It took six years to go from *Street Fighter II* to *Street Fighter III*, but it was well worth the wait. The final iteration of *Street Fighter III*—*Third Strike*—released in 2000 and is still played in major fighting game tournaments nearly nine years later.

When Capcom announced *Street Fighter IV*, it brought new life to the ailing fighting game genre. Many believed the fighting game scene was a niche market, but the hype and anticipation for *Street Fighter IV* has proved these allegations false. *Street Fighter IV* is quite possibly the most highly anticipated fighting game of all time, with U.S. arcade owners paying top dollar to import Japanese arcade cabinets as America feverishly awaits the Xbox 360 and PlayStation 3 releases.

Street Fighter IV goes back to the roots of the series for its core gameplay elements. A vast majority of the roster is comprised of characters who originated in the early days of *Street Fighter*, and many of the game mechanics are very similar to *Street Fighter II*. However, *Third Strike* is arguably the most popular tournament fighter to date, and *Street Fighter IV* also takes a few pages from the last true installment in the series.

Despite drawing on these past games for certain elements, *Street Fighter IV* is a new game that incorporates new features not found in any other *Street Fighter*. This guide shows beginners all the basics they need to know to begin their journey toward tournament dominance.

Meanwhile, experts from the older eras of *Street Fighter* may also find a few new tricks within the pages of this guide.

The Story of Street Fighter IV

The Story Begins Anew

Introduction

Just as the excitement of the previous, now legendary tournament finally fades, word of a new World Championship spreads like wildfire among martial artists across the globe, trailing a series of bizarre rumors behind.

The mysterious disappearances of numerous famous fighters.

A terrible threat in the form of a new, deadly secret weapon.

The possible connection between S.I.N., the sponsor of the new tournament, and the supposedly destroyed Shadoloo.

New fighters also step up and make themselves known, almost as though responding to these troubling rumors.

A young man who searches for his lost past.

A female agent with the potential to be an executive member of S.I.N.

A man who burns with the desire to defeat his greatest rival.

A Luchador who seeks the ultimate culinary recipe.

Before these newcomers stand those from the previous tournament, each bringing their own renewed determination.

Some fight for those dear to them.

Some fight to finally take their revenge.

And some fight simply so that the entire world will chant their name.

A complex clash of human relationships and the truth of a terrible plot that lurks behind the Championship.

This is the chaos that Ryu, who has been honing his skills with the simple goal of becoming a "True Fighter," one beyond the constraints of mere mortality, now finds himself thrown into....

Amid pursuit and escape, friendship and betrayal, the curtain rises on a new stage of battle!



History of Street Fighter

There have been many *Street Fighter* series over the years. Capcom has made several updates to *Street Fighter II* and its sequels in order to improve the game and promote competition. Most of the games that fall into the *Street Fighter* legacy have released in Japanese arcades first, followed by a worldwide arcade release, and eventually a home-console release. However, there are a few games that released on home consoles without ever having an arcade release, such as *Street Fighter EX 3*.

Game	Initial Release Date	Initial Release Format
<i>Street Fighter</i>	1987	Arcade
<i>Street Fighter II: The World Warrior</i>	1991	Arcade
<i>Street Fighter II: Champion Edition</i>	1992	Arcade
<i>Street Fighter II Turbo: Hyper Fighting</i>	1992	Arcade
<i>Super Street Fighter II</i>	1993	Arcade
<i>Super Street Fighter II Turbo</i>	1994	Arcade
<i>Street Fighter: The Movie</i>	1995	Arcade
<i>Street Fighter Alpha: Warrior's Dreams</i>	1995	Arcade
<i>Street Fighter Alpha 2</i>	1996	Arcade
<i>Street Fighter Zero 2 Alpha</i>	1996	Arcade (Japan Only)
<i>X-Men vs. Street Fighter</i>	1996	Arcade
<i>Street Fighter EX</i>	1996	Arcade
<i>Street Fighter III: New Generation</i>	1997	Arcade
<i>Marvel Super Heroes vs. Street Fighter</i>	1997	Arcade
<i>Street Fighter EX Plus</i>	1997	Arcade
<i>Street Fighter EX Plus Alpha</i>	1997	Sony PlayStation
<i>Street Fighter Collection</i>	1997	Sony PlayStation
<i>Street Fighter EX2</i>	1998	Arcade
<i>Street Fighter Alpha 3</i>	1998	Arcade
<i>Street Fighter III: Second Impact</i>	1998	Arcade
<i>Marvel vs. Capcom</i>	1998	Arcade
<i>Street Fighter Collection II</i>	1998	Sony PlayStation

Game	Initial Release Date	Initial Release Format
<i>Street Fighter EX2 Plus</i>	1999	Arcade
<i>Street Fighter III: Double Impact</i>	1999	Sega Dreamcast
<i>Street Fighter Zero 3 Upper</i>	1999	Arcade (Japan Only)
<i>Street Fighter III: Third Strike</i>	1999	Arcade
<i>Capcom vs. SNK: Millennium Fight 2000</i>	2000	Arcade
<i>Marvel vs. Capcom 2</i>	2000	Arcade
<i>Street Fighter EX3</i>	2000	Sony PlayStation 2
<i>Super Street Fighter II X: Grand Master Challenge</i>	2000	Sega Dreamcast (Japan Only)
<i>Capcom vs. SNK 2: Mark of the Millenium 2001</i>	2001	Arcade
<i>Super Street Fighter II: Turbo Revival</i>	2001	Arcade
<i>SVC Chaos: SNK vs. Capcom</i>	2003	Arcade
<i>Hyper Street Fighter II: The Anniversary Edition</i>	2003	Arcade
<i>Capcom Fighting Evolution</i>	2004	Arcade
<i>Street Fighter Anniversary Collection</i>	2004	Sony PlayStation 2
<i>Street Fighter Alpha Anthology</i>	2006	Sony PlayStation 2
<i>Street Fighter Alpha 3 MAX</i>	2006	Sony PlayStation Portable
<i>Street Fighter IV</i>	2008	Arcade
<i>Tatsunoko vs. Capcom</i>	2008	Arcade (Japan Only)
<i>Super Street Fighter II Turbo HD Remix</i>	2008	Sony PlayStation 3, Microsoft Xbox 360

With such a long history of games, a few differences have developed between the original Japanese versions of these games and their American counterparts. Most of these differences come in the form of character name changes and have existed since the early days of *Street Fighter*. Several character names have been switched around between the Japanese and American versions of the series. For example, M. Bison in Japan is known as Balrog in the United States. Because many strategies are shared between Japanese and American players, common (alternate) names have been given to several characters. In addition, some characters have shortened alternate names to make them easier to type out on Internet discussion forums.

United States Name	Japanese Name	Alternate Name
Balrog	M. Bison	Boxer
Dhalsim	Dhalsim	Sim
M. Bison	Vega	Dictator
Street Fighter Alpha	Street Fighter Zero	—
Street Fighter Alpha 3 MAX	Street Fighter Zero 3 Double Upper	—
Street Fighter Collection 2	Capcom Generation 5	—
Super Street Fighter II: Turbo Revival	Super Street Fighter II X Revival	—
Vega	Balrog	Claw
Zangief	Zangief	Gief



Button Notation Key

NOTE

This guide always assumes the player is facing to the right.

Basic Movement

Official Term	Abbreviation/Slang	Command
Forward	F	
Back (Guard High)	B	
Guard Low	DB	
Crouch	D or DF	or

Official Term	Abbreviation/Slang	Command
Vertical Jump	U/Up	
Diagonal Jump Forward	UF	
Diagonal Jump Backward	UB	

Advanced Movement

Official Term	Abbreviation/Slang	Command
Forward Dash	F,F	
Back Dash	B,B	
Quarter-Circle Forward	QCF	
Quarter-Circle Up-Forward	QCUF	
Quarter-Circle Back	QCB	
Forward, Quarter-Circle Forward	DP/Dragon Punch	
Back, Quarter-Circle Back	RDP/Reverse Dragon Punch	
Half-Circle Forward	HCF	
Half-Circle Back	HCB	
Charge Back	CB	
Charge Forward	CF	
Charge Down	CD	
Charge Diagonal Down-Forward	CDF	
Charge Diagonal Down-Back	CDB	
360-Degree Circle	360	
720-Degree Circle	720	

Attacks

Official Term	Abbreviation/Slang	Command
Jab	LP/Light Punch	Light
Strong	MP/Medium Punch	Medium
Fierce	HP/Heavy Punch	Heavy
Short	LK/Light Kick	Light
Forward	MK/Medium Kick	Medium
Roundhouse	HK/Heavy Kick	Heavy
Any Punch Button	P/Punch	
Any Kick Button	K/Kick	
Hold Any Punch Button	Hold P	Hold
Hold Any Kick Button	Hold K	Hold
Any Two Punches	—	
Any Two Kicks	—	
All Three Punches	—	
All Three Kicks	—	
Hold All Three Punch Buttons	Hold PPP	Hold
Hold All Three Kick Buttons	Hold KKK	Hold
Focus Attack	Saving Attack	Medium + Medium

Basic Info. & Terminology

Before you can begin your training and become a competent tournament player, you must start with the basics of *Street Fighter*. This chapter covers some of the fundamental elements of *Street Fighter IV*. Without this knowledge, you will have a much harder time understanding the advanced concepts introduced in later chapters.

Movement

Moving around in *Street Fighter IV* is very important at all levels of play. Master the art of dashing forward and back, as well as jumping and super-jumping. Controlling the distance between you and your opponent is key to landing attacks and making your opponent miss (whiff) their attacks. The most basic strategies revolve around proper movement to lure your opponent into missing an attack, then punishing their miss with a counterattack.

Frame Data

Frame data is essentially the speed of every attack and movement. There are 60 frames of animation in every second, with the speed of each movement defined by the number of frames it takes to execute the movement. For example, Ryu's Shoryuken may execute in 15 frames. That means that it takes 15 frames of animation from the moment the command is input to the moment the attack hits an opponent. Frame data is also used to determine how long a character must wait after an attack hits or is blocked before they can begin another attack. Tournament players use frame data as the basis for many advanced strategies.

Safe and Unsafe

Every attack in the game falls under the safe or unsafe category. A safe attack is one that an opponent can block and that allows the attacking character to block or evade every possible counterattack. Likewise, an unsafe attack is one that guarantees the opposing character an attack. Tournament players tend to avoid heavy usage of unsafe attacks but take every opportunity to connect with guaranteed attacks after blocking unsafe attacks. Knowing which attacks are safe and unsafe is key to becoming a tournament-level player.

Overhead Attacks



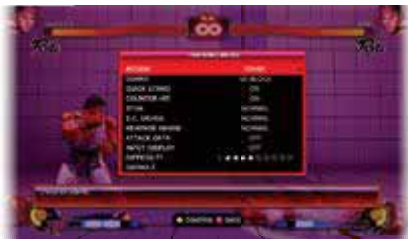
There are three basic attack heights in *Street Fighter IV*: high, low, and overhead (mid). An overhead attack cannot be blocked by a crouching opponent and is generally used to begin a combo or chain. When an opponent is guarding while crouching, a high attack will miss, while a low attack will be blocked. An overhead attack is one of the few methods of breaking through an opponent's crouching guard.

Hit Trading



When two opposing attacks connect at the same time, this is referred to as “hit trading.” In many circumstances, there isn’t a significant amount of advantage or disadvantage after a hit trade. However, there are a few occasions when hit trading is beneficial. For example, when Ryu hit-trades a Shoryuken with an attack from an aerial opponent, he can almost always connect with a Super Combo or Ultra Combo as the opponent is falling. This is because Ryu recovers faster due to the opponent being in the air at the time of the hit trade.

Training Mode



Practice is a very important part of becoming a skilled street fighter. It can take many hours, days, or weeks of practice to master some of the advanced techniques in *Street Fighter IV*. The Training mode allows you to fight against a dummy opponent to master your execution. Once you can easily perform each combo or special attack, you can begin properly using it against a real opponent. Spending at least a little bit of time each day in Training mode will go a long way toward refining your skills.

Revenge Gauge and Ultra Combos



Revenge Gauge

The Revenge Gauge is located at the screen’s bottom corner, next to the Super Gauge. Every time your character takes a hit, the Revenge Gauge fills slightly. After you take enough hits, the Revenge Gauge becomes 50 percent full and changes color from green to yellow, and the Ultra Combo indicator next to the Revenge Gauge bursts into flames. At this point, it is possible to use an Ultra Combo, but the Revenge Gauge continues to rise as your character takes hits. The higher the Revenge Gauge, the more damage a successful Ultra Combo inflicts. When the Revenge Gauge is completely filled, some Ultra Combos can nearly deplete an entire Life Gauge. Unlike a Super Combo, you cannot use Ultra Combos at the end of a chain or link combo. However, some characters can add an Ultra to the end of combos that launch an opponent into the air. For example, Ryu can end some combos with a Shoryuken to knock an opponent into the air, then follow up with an Ultra Combo as the opponent falls.

Super Combo Gauge and Super Combos



Super Combo Gauge

The Super Combo Gauge (also known as the Super Gauge or the EX Gauge) at the screen's bottom is divided into four sections and determines when you can access Super Combo and EX attacks. Executing attacks that connect or are blocked, and blocking or being hit by an opponent's attack increases the Super Gauge. When the gauge is full, it begins to flash, indicating you can access your character's single Super Combo attack. The level of the Super Gauge is carried over from round to round within a single match, so you do not have to use your Super Combo as soon as the Super Gauge is full. Super Combos are generally exaggerated attacks that inflict significantly more damage than their special move counterparts. Some characters can also combo, chain, or link into their Super Combo attacks for devastating damage. Once a Super Combo attack is used, the Super Gauge is depleted.

Special Moves and EX Special Moves



Hadoken

EX Hadoken

Each character has several special moves, such as Ryu's Hadoken. Special moves generally inflict more damage than normal physical attacks and have special properties, such as bringing a projectile attack or possibly stunning an opponent. Some of these special moves can be modified into EX special moves by pressing two similar attack buttons instead of one. For example, Ryu's normal Hadoken is executed by pressing **QCF+Punch**, while Ryu's EX Hadoken is executed by pressing **QCF+PunchX2**. EX moves generally consume one section of the Super Gauge and have varying properties, depending on the character and the move. Some EX moves may inflict more damage, allow for a follow-up juggle, or simply execute faster than their normal special move counterpart.



Hyper Armor

Some EX special moves have the effect of Hyper Armor. Hyper Armor means that the EX special move can absorb a single attack, preventing the character using the EX special move from taking damage. EX special moves with



Balrog executes the EX Dash Straight.

The Hyper Armor absorbs Ryu's Shoryuken.

The EX Dash Straight continues on to hit Ryu.

Hyper Armor work well when you anticipate an opponent is about to use a single attack; however, multihit attacks such as Ken's Shoryuken would still connect, because the Hyper Armor absorbs only the first hit of the attack. There are also "armor-breaking attacks" that negate Hyper Armor and connect as they normally would.

Focus Attacks



Focus attacks are new to the *Street Fighter* world but use a few elements of parries from *Street Fighter III: Third Strike*. Focus Attacks are performed by pressing Medium Punch and Medium Kick simultaneously. There are three different levels of focus attacks, based on how long you hold these buttons. Pressing the two buttons initiates your character's Level 1 focus attack animation; your character can absorb a single attack without taking permanent damage. You can perform this by simply pressing the buttons (we recommend that you hold the buttons until the attack is absorbed), then use a forward or backward dash to cancel the focus attack animation. This is somewhat similar to the parry system in *Street Fighter III: Third Strike*.

If you hold the two buttons, your character begins charging his Level 2 focus attack, which has the same properties as the Level 1 version. In addition, the longer you hold the buttons, the longer the character charges and the more damage the focus attack inflicts. You can release the buttons at any time to initiate the focus attack. Once a focus attack reaches the Level 3 maximum charge, your character automatically executes the attack. At this point, the attack gains the effect of Hyper Armor.

Level 2 and 3 focus attacks place the opponent in a crumple stun that allows for a follow-up attack or combo. Immediately after the focus attack connects, dash forward to reduce the amount of recovery time and maximize the crumple-stun opportunity. With the effect of Hyper Armor, a fully charged focus attack is invincible to most other attacks. However, this period of invincibility does not begin immediately. Your character can still be hit during the early part of the focus attack animation.

As previously mentioned, it is possible to use focus attacks as a pseudo-parry. It is most commonly used if your opponent attacks with a single-hit projectile. You can begin a focus attack to absorb the projectile, then dash-cancel out of the focus attack. When this occurs, a portion of your Life Gauge becomes grayed out for a short time. If you are not hit during this time, you regain the lost life.



Ryu shoots a Hadoken projectile attack.

The focus attack is initiated, absorbing the Hadoken.

The focus attack is then dash canceled.

When this occurs, a portion of your Life Gauge becomes grayed out for a short time. If you are not hit during this time, you regain the lost life.

Basic Training

There are certain strategies and techniques that are universal for all characters. These tactics help to create a strong base on which to build character-specific strategies. Some of these techniques have been in use since the days of *Street Fighter II*, while others are new or refreshed in *Street Fighter IV*. Master all of them and you'll be well on your way to becoming a tournament-level player.

Wake-Up Game and Reversals



Ryu gets knocked down by a Shoryuken.



Ryu executes a Hadoken as soon as he gets up, resulting in a reversal.

When a character is knocked to the ground, both players enter what is commonly referred to as the "wake-up game," or simply "wake-up." During wake-up, the grounded character can use a wake-up attack (also referred to as a "reversal") during the first frame of animation as they're getting off the ground. A special move is almost always used in this situation, which opens up more options, such as EX Focus Cancels. Reversals can also be performed when a special move, Super Combo, or Ultra

Combo is executed immediately after blocking an attack. A successful reversal is indicated by the word "reversal" appearing on the screen.

The attacking character also has a variety of options, including pressuring a fallen opponent, which is a good option for most characters. Depending on your opponent's actions, you can throw them as soon as they get up, use an overhead or a normal attack that can lead into a chain, or use a focus attack to absorb a potential wake-up attack from your opponent. Some characters can lead in with a projectile attack (Hadoken) to force an opponent to block or attempt a focus attack to absorb the hit. This generally gives the advantage to the aggressor, as it prevents most anti-air attacks during wake-up.



Ryu blocks a Shoryuken.



Ryu immediately executes a Shinku Hadoken, resulting in a reversal.

Zoning and Spacing

Zoning and spacing have been key gameplay elements of the *Street Fighter* series since the beginning. This strategy is most noticeable when playing as a Shotokan character (Ryu, Ken, Akuma, etc.) but can be used by a wide variety of characters. The basic premise of zoning is to keep your opponent pinned down with attacks, leaving them at a distance from which they cannot counterattack.

For example, with Ryu, use a Hadoken from a distance to force your opponent to block or jump over the special move. If they block the attack, they'll receive chip damage. If they jump over the attack, use an anti-air attack such as a Shoryuken. This effectively limits the opponent's options. They must figure out a way to avoid the Hadoken while also evading the anti-air attack. With proper spacing and timing of your attacks, this is a very difficult strategy to get around for many characters.

Poking Attacks



At close and midrange, most characters have quick normal attacks that can lead into a combo, that interrupt an opponent's attack, or that keep them on the defensive. These are referred to as "poking attacks," or simply "pokes." Use pokes to keep your opponent at bay and prevent them from initiating their offense. A skilled pokes keeps their opponent at maximum poking distance and only closes in once they have successfully forced their opponent to block or to follow up with a combo. Most poking attacks are safe when blocked and can be used at any time without fear of a counterattack.

Antiair Attacks

An antiair attack is any assault that takes priority over a normal aerial attack, knocking an opponent out of the air. It can be anything from a normal attack to an Ultra Combo and should be used whenever an opponent jumps



The opponent jumps in with an attack.



Ryu uses an antiair normal attack...



...or an antiair special move.

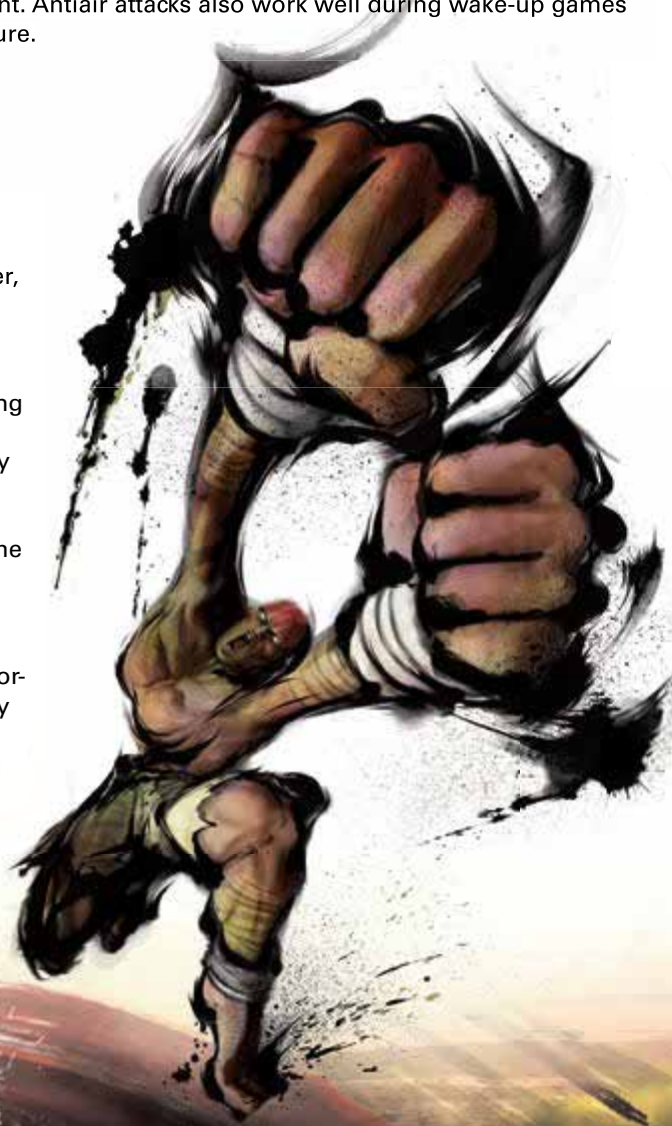
toward you and is within range of an antiair attack. Antiair attacks are used heavily in zoning but also have a strategic use outside of zoning. Many novice players make the mistake of jumping toward an opponent to get in close, but this is one of the easiest ways to inflict damage on an unsuspecting opponent. Antiair attacks also work well during wake-up games if an opponent attempts to jump in for additional offensive pressure.

Corner Traps

A staple of the *Street Fighter* series and most Capcom fighting games is the corner trap. The far end on either side of a stage is considered the corner. When an opponent reaches a stage's corner, they can no longer move back and are effectively trapped. They cannot properly space, and it is more difficult for them to use effective zoning strategies.

Once an opponent is in the corner, try to keep them there as long as possible. Certain combos—ones that would generally knock the opponent too far away to properly finish the combo—will only connect on a cornered opponent, as they cannot move back any farther. The corner prevents them from moving back and allows more attacks to be added to what would normally be the end of the combo, which means more damage can be inflicted on cornered opponents.

While the aggressor almost always has the advantage over a cornered opponent, a skilled opponent will be looking for an opportunity to escape the corner. When this happens, they will probably attempt to trap you in the corner. Be more offensive when you corner an opponent to avoid having the tables turned and getting yourself trapped in the corner.



Cross-ups



Ryu jumps toward his opponent...

...and uses a Cross-up jump kick...

...followed by a linked attack...

...into a 2-in-1 Super Combo.

Cross-ups are attacks that are performed such that they become very difficult to block from the direction your opponent is facing. They are generally used during wake-up, but they have other applications as well, depending on the character. For example, knock your opponent down, then jump from a distance so that you are crossing their character at a lower height just as they are standing up. An attack done in this situation hits the opponent's back side, effectively crossing them up and disabling their ability to block the attack, or making the attack difficult to block. A well-executed cross-up can be followed by a chain or combo and can possibly turn into an EX Focus Cancel and Dash Cancel in certain situations.

Chip Damage

Most special moves inflict a very small amount of damage when they are blocked. This is commonly referred to as "chip damage." While chip damage may seem insignificant at first, with proper usage, it can add up over the course of a round. It is especially useful when an opponent has very low life, and chip damage could potentially end the round.

Chip damage also plays a role in wake-up games and zoning. Most skilled players will attempt to avoid chip damage by using a focus attack to absorb the assault and therefore absorb the chip damage. However, this opens up new strategies for the offensive player during wake-up and zoning. If an opponent decides to focus attack the special move, they must commit to the focus attack just before the special move connects. In many cases, this prevents them from using an anti-air attack, which limits their ability to employ proper zoning tactics.

Quick Recover

When knocked to the ground, you can Quick Recover by pressing any direction other than up or by pressing any two attack buttons as soon



Ryu is hit by a Shoryuken...

...falls to the ground...

...and performs a Quick Recover.

as you hit the ground. This makes your character immediately rise from the ground instead of hitting the ground and remaining stationary for a moment. While this technique does not entirely avoid the wake-up game, it's a good defensive measure to escape more wake-up strategies. A successful Quick Recover is indicated by the word "technical" appearing on the screen.

Gauge Management

Managing your Super Gauge, Revenge Gauge, and Life Gauge are extremely important at all levels of play. The Super Gauge and Revenge Gauge build throughout the match as you attack and get attacked. While the Super Gauge carries over from round to round, the Revenge Gauge resets with each new round. Therefore, you should try to use your Ultra Combo as often as possible—at least once per round if an opening presents itself.

The Super Gauge controls Super Combos, focus attacks, and EX Focus Cancels. However, because it carries over from round to round, there's no pressure to use any of these attacks before the end of a round. You should always try to wait until you have at least three full sections of the Super Gauge before using either Focus technique. This ensures you do not have to wait long to use another Focus technique. Also remember that you can execute a Super Combo only when all four sections of the Super Gauge are full. Therefore, using Focus techniques only when absolutely necessary allows faster access to Super Combos.

Keeping an eye on your Life Gauge can help determine when you should be using Ultra Combos, Super Combos, and various other techniques. When you are low on life, big damage attacks become more important to even the odds and keep you in the match. Therefore, it is generally best to save your Super Gauge and Ultra Gauge when your life is low. On the other hand, if your life is high and your opponent's life is low, you can use your techniques more freely, because it will require much less effort to defeat your opponent.

Stuns and Dizzy



Crumple stun.



Dizzy.

There is an invisible Stun Gauge that builds as your character takes hits. Each attack in the game inflicts a specific stun value, and not all characters have equal Stun Gauges. Each character has a specific value that determines how long it takes before they are dizzy. The higher the value, the longer it takes to dizzy the character. Characters such as Akuma or Seth take much fewer attacks to stun than a character such as Zangief. When the gauge becomes full, your character enters a dizzy state and cannot block or attack for a short period

of time. Rotate the analog stick or D-pad, or press any and all attack buttons as quickly as possible to lessen the time you are dizzy. The more inputs that are recognized, the faster you can escape the dizzy state. The longer you go without taking a hit, the lower your hidden Stun Gauge gets, until it reaches zero. If you take several hits in a row, try to play defensively to lessen the chances of a potential dizzy state. After getting dizzy, your Stun Gauge increases in size, making it harder to dizzy your character again during that round.

Stuns are similar to dizzy states and can occur after getting hit with certain attacks. Stuns generally allow the attacking player to land a guaranteed hit, or it may give them the ability to beat out your next attack if you do anything other than block after getting stunned. Focus attacks have the ability to inflict a crumple stun, which can be followed by an attack, chain, or combo. It is generally best to dash toward your opponent after a successful crumple stun to take advantage of the short stun time frame.

Character	Stun Rating
Abel	1,050
Akuma	850
Balrog	1,000
Blanka	1,000
C. Viper	950
Cammy	950
Chun Li	1,050
Dan	1,000
Dhalsim	900

Character	Stun Rating
E. Honda	1,100
El Fuerte	1,000
Fei Long	1,050
Gen	900
Gouken	1,000
Guile	900
Ken	1,000
M. Bison	950
Rose	1,000

Character	Stun Rating
Rufus	950
Ryu	1,000
Sagat	1,100
Sakura	1,000
Seth	750
Vega	900
Zangief	1,200

Throws

Many novice players consider throws to be cheap or easily abused. However, throws are an integral part of tournament-



Basic Training

level play. They are executed faster than most other attacks and can be performed on standing or crouching opponents. However, a missed throw leaves an opponent vulnerable to a counterattack for a moderately long period of time. It is generally very easy to counterattack an opponent after a missed throw, so use them in situations in which they are not likely to be avoided, such as after a blocked attack. It is possible to escape a throw by inputting the Throw command (**LP+LK**) as soon as the opponent attempts to throw you. This is referred to as "teching the throw"; it requires precise timing, as there is a very short time frame in which this can be performed.

Combos, Chains, Links, and 2-in-1s



First chain attack.

Second chain attack.

Third chain attack.

First 2-in-1 attack.

Second 2-in-1 attack.

A combo is a series of attacks that flow together and cannot be blocked after one of the attacks hits. There are a wide variety of combos, ranging from chains to intricate Dash Cancel Super Combos. Chains and links are a series of normal attacks that form a combo. There are a wide variety of normal attacks that can chain or link into one another, which makes these some of the most common combos in the game. You should always focus on connecting with the first hit of a chain or a link. Once you connect, the rest of the combo cannot be defended against and results in guaranteed damage to your opponent.

The difference between a chain and a link can be difficult to discern at first. A chain combo consists of an attack that is canceled into another attack very quickly. For example, if you press Light Punch as fast as possible, you cancel one Light Punch into the next until the opponent is too far away to connect with another Light Punch. A link is performed in a similar manner, but the timing is much more strict. In order to link, for example, two Light Punches, you must perform the second Light Punch at the end of the first Light Punch's animation. In most cases, there's roughly a one-second pause between attacks. Chain combos cannot be canceled into a 2-in-1 with a special move but linked combos can. This is why it is important to learn the timing of linked combos.

A 2-in-1 combo is similar to a link combo, except that a 2-in-1 involves a normal attack linking into a special move, or a special move linking into a Super Combo. This is typically done by performing the notation of the second attack during the animation of the first. For example, to use a low-sweep 2-in-1 into a Hadoken with Ryu, press **D+MK**, then immediately input the Hadoken command **QCF+Punch**. With proper timing, the last few frames of low-sweep animation are cut off by the Hadoken animation. In this situation, if the low sweep connects, the Hadoken cannot be blocked.

Chains, links, and 2-in-1s can be used to inflict extra damage on your opponent and even to transition into an EX Focus Cancel, Dash Cancel, or in some cases, an Ultra Combo. Chains, links, and 2-in-1s that begin with a Light Attack are especially effective due to the speed of the initial attack. They work well during the wake-up game and when an opponent is trapped in the corner.



Master Gouken Says: Use the Challenge mode's Trial mode to practice chains, links, 2-in-1s, and Focus Cancels. Many of the combos within the Challenge mode will help you learn how to properly time these techniques.



EX Focus Cancels and Dash Cancels



Attack

EX Focus Cancel

Dash Cancel

Certain normal attacks and special moves can be canceled with a focus attack (**MP+MK**). This is referred to as an "EX Focus Cancel" and consumes two sections of the Super Gauge. Once an attack has been EX Focus Canceled, you can then Dash Cancel the focus attack with a forward or backward dash. For example, Ryu's Shoryuken can be canceled with a focus attack by pressing **MP+MK** as soon as the Shoryuken connects. The focus attack can then be canceled by dashing forward or backward with **F,F** or **B,B**. Attacks can only be EX Focus Canceled if they make contact with the opponent. In addition, some normal attacks can be canceled with a forward or backward dash without the need of an EX Focus Cancel.

EX Focus and Dash Cancels have a variety of use in *Street Fighter IV*. An EX Focus Cancel consumes two sections of the Super Gauge, so you won't be able to use it whenever you want. You must read the situation and determine when it's best to use an EX Focus Cancel and when it's best to save your Super Gauge.

The most common uses for an EX Focus Cancel are to juggle an opponent, presumably into a Super Combo or Ultra Combo, or to safely get away from an opponent. For example, the Shotokan characters can execute a wake-up Shoryuken, then EX Focus Cancel it into a backward Dash Cancel to safely get off the ground and away from an aggressive opponent.

Tournament Play Vs. Casual Play

Every fighting game has at least two completely different types of players throughout its life cycle. There are casual players and tournament players, both of whom have a completely different mentality. This becomes even more apparent with the inclusion of online play. This chapter explains the differences between tournament play and casual play and provides casual players with the resources needed to reach the next level of competition.

Tournament Players

A tournament player does not necessarily have to participate in tournaments. There are many *Street Fighter* communities across the country that feature a large number of players who travel to tournaments, but their training partners, who are equally skilled, may not accompany them. Tournament players see the game in a completely different way than casual players. What makes the game fun for them is the ability to completely break down their character and the general gameplay elements. This includes developing high-level strategies around frame data and utilizing Training mode for hours on end to perfect the execution of certain attacks and combos.

For a tournament player, the game doesn't end with a win or a loss. Instead, these players will look at why they won or lost and strive to become better players through their experiences. Losing is a very important part of a tournament player's drive to become the best player they can be. Winning matches is great, but a win generally means you were the superior player. When you lose a match, you were outplayed. Looking back at the loss, you can see which strategies worked, which ones didn't, and why they weren't good enough to give you the win. By altering your strategies after a loss, you can become a significantly better player, which is the ultimate goal of a tournament player.

Casual Players

Hardcore tournament players make up a very small percentage of the gaming populace, therefore a vast majority of the people who will end up purchasing *Street Fighter IV* will be casual players. These players care more about beating up on the computer-controlled characters or on their friends and family, and care less about the intricacies of the game. You won't find most casual players spending hours in Training mode, but you may find them having fun throwing countless Fireballs at their friends.

There's nothing wrong with being a casual player, but keep in mind that not everyone takes the game in a casual light. If you go up against a tournament player who completely demolishes you, don't automatically assume he has no life and does nothing but play *Street Fighter*. While that may be the case, that's how he spends his free time, just like how a casual player may go to a sporting event or hang out with friends without playing any games. Most people strive to be good at something, and tournament players strive to be good at their game of choice.

Face the Challenge

At some point in time, casual players and tournament players collide. When this happens, the tournament players almost always win. However, something far more important occurs during this scenario. The casual player has two choices: take the loss and go back to playing against their friends, or learn from the loss and seek out more tournament players to help the casual player improve their skills.

Playing against friends will only get you so far if these people are not tournament players. Something that works against your brother and seems to be invincible may not work against someone better than you. For example, if you're the best player on your block, imagine what would happen if you fought against yourself. How would you get around your own strategies? There's always a way around even the best strategies, but unless you face an opponent who is better than you and can get around their strategies, you won't have a reason to come up with better strategies and you'll have a difficult time improving your skills.



Local Competition

Before the advent of online play, *Street Fighter* enthusiasts had to rely on local competition at arcades to find new challengers and increase their skills. While *Street Fighter IV* arcade machines can be found in the United States, they are few and far between. With arcades on the decline, fighting-game fans have turned to gathering at each other's homes and holding play sessions. There are various ways to find local *Street Fighter IV* players, including online forums and friends over Xbox Live or the PlayStation Network.

Online Play

Fighting games have embraced online play, giving players the ability to battle virtually anyone across the globe. This is a huge advantage over traveling for better competition like many fighting-game enthusiasts had to do in the old days. However, there are definite drawbacks to online play. Even under the best conditions, there's always a small amount of latency (lag) when playing online. This causes every attack to execute a short time after inputting the command. For casual players, it can be hardly noticeable. In fact, it's not uncommon for a casual player to argue that in a good connection, there's no noticeable lag. This might be true for them, but tournament players look at the game from a much more technical point of view.

Despite the shortcomings of online play at a tournament level, it's one of the few ways a casual player can be exposed to many different styles of play. You can use it to improve your skills, but only to a point. Reaction time is hampered in online play, which makes blocking low attacks especially difficult. It's very common to have trouble blocking certain attacks online that you could easily block or evade offline. To improve your skills, it's best to treat online play like you're playing offline in as many ways as possible, such as not abusing low attacks that would be easily blocked offline. For example, it's easy to use low attacks over and over, and they'll connect more often than not when playing online. However, this strategy does not work against a skilled opponent in an offline environment. Try to avoid using strategies like this that would only work online, where it's much more difficult to react to your opponent's actions.

If you defeat someone online using tactics that would be questionable in offline play, do not assume that you are better than that player. There will be many occasions when you'll face a well-known *Street Fighter* player in online combat. If you beat this player, even if you didn't abuse online tactics, it's almost guaranteed that the outcome will be very different if you played this person at a major offline tournament. Treat online play as a fun, casual practice, and don't put too much into your wins, and you'll have an enjoyable experience no matter what your skill level.

Major Tournaments

You can use online resources to find local tournaments of varying sizes, but every year around August, the biggest fighting game tournament in the United States takes place—Evolution. Year after year, Evolution has the best competition, both domestic and international. It has been home to many epic moments in *Street Fighter* history that will likely continue with *Street Fighter IV*. For many years it was held in California, the home of many *Street Fighter* legends, but recently it has been held in a Las Vegas, Nevada, casino. If you make it to only one fighting game tournament a year, as a *Street Fighter* fan, Evolution is the tournament to attend.

In addition to Evolution, there are many major tournaments that take place throughout the year, all across the United States. One such tournament is DEVASTATION 2009, taking place in Phoenix, Arizona, early in the summer after the release of *Street Fighter IV*. DEVASTATION is in its fifth year and is one of many major tournaments that will feature *Street Fighter IV* and many other fighting games.

Online Resources

As with any fighting game, the more time players have with the game, the more information is discovered and the more in-depth the strategies become. This guide is meant to serve as the starting point of your *Street Fighter IV* evolution, but it is not the final destination. There are a few online resources that house *Street Fighter* strategies and information on upcoming tournaments.

Capcom Unity Blog: www.capcom-unity.com

Shoryuken: www.shoryuken.com

Evolution Fighting Game Championship: www.evo2k.com

DEVASTATION 2009: www.devastationevent.com

Way of the World Warriors



Every character in *Street Fighter IV* is unique in their special moves, normal attacks, and play style. Figuring out the best combos and strategies is a continuous process that takes a considerable amount of time. This chapter covers all the characters in detail. The strategies and combos listed here should be used as a starting point for the continued evolution of your play style.

Basics

Character Evaluation

Each character is evaluated in several areas, including offense, defense, power, speed, special moves, Super Combos, Ultra Combos, and overall abilities. This evaluation provides a quick overview of how each character plays, making it easier for you to determine which character fits your play style.

Offense: Characters with a high Offense rating are more aggressive than those with a lower Offense rating. They can generally use a continuous flow of attacks with little concern for defensive measures.

Defense: A character who has a high Defense rating excels at keeping an opponent at a distance or countering their attacks with evasive maneuvers or counterattacks.

Power: Any character with a high Power rating inflicts a significant amount of damage with a relatively small number of attacks. They generally rely on a few high-damage attacks to win rounds.

Speed: The higher a character's Speed rating, the faster their physical movement and dash speed are. This rating does not take attack speed into account, because many attacks have the same execution speed.

Special Moves: Most characters rely on special moves for a majority of their attacks. The higher a character's Special Moves rating, the more effective their special moves are.

Super Combo: Under most circumstances, Super Combos will be used only two or three times in a match. The Super Combo rating measures how effective a character's Super Combo is in connecting the attack on a skilled opponent and the damage inflicted.

Ultra Combo: Unlike Super Combos, Ultra Combos are often used once per round. The Ultra Combo rating determines how useful a character's Ultra Combo is and how much damage it inflicts.

Life Gauge: Each character has a specific value that determines how much damage it takes to knock them out. The higher the value, the longer it takes to knock out the character.

Stun: Each character has a specific value that determines how long it takes before they are dizzy. The higher the value, the longer it takes to dizzy the character.

Overall: The Overall rating compares all the character's abilities to those of every other character in the game.

Tier Placement: This is where the character falls on the currently accepted tier list.



All ratings aside from tier placement are based on a scale of one to ten, with one being the lowest and ten being the highest.

Character	Offense	Defense	Power	Speed	Special Moves	Super Combo	Ultra Combo	Life Gauge	Stun	Overall
Abel	5	7	6	5	6	4	6	1,100	1,050	6
Akuma	8	5	7	7	9	8	9	850	850	8
Balrog	8	8	8	7	8	8	9	1,100	1,000	8
Blanka	8	7	7	7	8	8	8	1,050	1,000	8
C. Viper	5	4	5	5	7	5	6	900	950	5
Cammy	5	5	4	8	6	5	6	1,000	950	5
Chun-Li	7	5	6	7	7	5	8	900	1,050	7
Dan	3	4	6	6	4	3	5	1,050	1,000	4
Dhalsim	6	6	4	2	8	5	8	900	900	6
E. Honda	4	3	6	4	5	6	7	1,100	1,100	5
El Fuerte	6	5	6	7	6	5	6	900	1,000	6
Fei Long	8	7	7	9	9	8	8	1,050	1,050	8
Gen	5	6	5	5	6	5	8	1,000	900	6
Gouken	6	7	7	5	7	6	7	1,050	1,000	7
Guile	6	7	4	4	6	3	8	1,000	900	6
Ken	7	6	5	6	7	5	8	1,000	1,000	7
M. Bison	8	8	7	7	8	7	9	1,000	950	8
Rose	6	7	5	7	6	7	6	1,000	1,000	7
Rufus	9	7	7	7	8	7	8	1,150	950	8
Ryu	8	8	8	7	9	8	10	1,000	1,000	9
Sagat	10	9	9	7	9	7	9	1,100	1,100	9
Sakura	7	6	3	7	7	6	7	1,000	1,000	6
Seth	8	6	6	6	9	6	5	800	750	7
Vega	5	3	3	9	5	2	6	1,000	900	5
Zangief	8	8	10	3	9	8	9	1,200	1,200	9

Tier List

Almost every competitive fighting game has a tier list of some sort. This is basically a rating of the characters at the highest level of play. It is determined by the global competitive community and considers a character's abilities in the hands of the world's top players. As new strategies and techniques are discovered, the tier list changes to reflect these new findings. There is never a definitive tier list unless a game is no longer played competitively.

In theory, a character high on the tier list will beat one who is lower on the tier list. However, the tier list only pertains to the top players in high-level play. If you can beat your friend with a low-tier character, do not automatically assume the tier list is flawed.

The way the tiers are structured varies, depending on the game and the country; however, the Japanese tier system uses a letter grade scale that has recently been adopted by most competitive fighting games. On this scale, S is the highest tier, followed by A, B, C, D, and F.

STREET FIGHTER IV COMBO DAMAGE SCALING

Number of Hits	Damage Reduction
1 or 2	0
3	20%
4	30%
5	40%
6	50%
7	60%
8	70%
9	80%
10+	90%

STREET FIGHTER IV LIFE GAUGE DAMAGE SCALING

Life Gauge	Damage Reduction
51–100%	0
31–50%	5%
16–30%	10%
1–15%	25%



NOTE
This tier list is not an official
Capcom list, but rather the
opinion of the author.

STREET FIGHTER IV TIER LIST

Tier	Character
S	Sagat
A	Zangief
A	Ryu
A	Fei Long
A	Balrog
A	M. Bison
A	Blanka
B	Rufus
B	Akuma
B	Seth
B	Chun-Li
B	Gouken
B	Rose
B	Ken
B	Sakura
C	El Fuerte
C	Gen
C	Abel
C	Dhalsim
C	Guile
C	C. Viper
D	Cammy
D	E. Honda
D	Vega
F	Dan

Basic Attack Chart

Street Fighter has been around for decades, and over the years, official terminology has given away to various abbreviations to make it easier to discuss strategies. Basic attacks (also known as "normals") have always been officially referred to as *Jab*, *Strong*, *Fierce*, *Short*, *Forward*, and *Roundhouse*. However, this guide uses the slang and abbreviated forms of these terms, which are most often used among *Street Fighter* players.



BASIC ATTACK CHART

Official Term	Slang Term	Abbreviation
Jab	Light Punch	LP
Strong	Medium Punch	MP
Fierce	Heavy Punch	HP
Short	Light Kick	LK
Forward	Medium Kick	MK
Roundhouse	Heavy Kick	HK



Abel

Vital Stats

Date of Birth	Nationality	Height	Weight	Measurements	Blood Type
November 5	French	6'6"	187 lb.	51/33/35	A

Martial Arts Style: Mixed martial arts with a focus on judo

Likes: Dogs (living the life of a mercenary offered little time to own pets, but Abel plans to get a dog as soon as the tournament is over)

Dislikes: Oysters (having been the victim of a bad crop of oysters in the past, he is understandably leery of this shellfish now)

Hobbies/Skills: Sewing (years of repairing his own clothing as a soldier had made him quite adept with a needle and thread)

Bio

This young amnesiac desperately chases down the remnants of Shadaloo. His fighting style is based upon mixed martial arts and is well suited to his mercenary background. Though he may appear to be a bit of a misanthrope at first glance, this is merely a side effect of his earnestness. He has no memories of his past.

Character Evaluation



Tier Placement C

Costumes



Main

Alternate

Move List

Drop Throw

→ or N + Light + Light

Throw; must be close to opponent

Pincer Throw

← + Light + Light

Throw; must be close to opponent

Overhead

Heavy

Overhead; must be close to opponent

Forward Kick

→ + Medium

—

Change of Direction

↻ +

EX Version

Second Mid

→ +

During Change of Direction

Second Low

→ +

During Change of Direction

Finish Mid

→ +

After Second Mid or Second Low

Finish Low

→ +

After Second Mid or Second Low

Wheel Kick

↻ +

Armor Break; EX Version

Marseilles Roll

↻ +

EX Version

Falling Sky

↻ +

EX Version

Tornado Throw

↻ +

EX Version

Heartless

↻, ↻ +

Armor Break; Super Combo

Soulless

↻, ↻ +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



→ + Mid



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Special Moves

Change of Direction



Change of Direction



Second Mid



Finish Mid



Second Low



Finish Low

The Change of Direction series of attacks is Abel's most reliable special move. It's a three-part attack combo that has multiple variations, depending on the input. This is primarily used as a 2-in-1 and works best from Abel's Crouching HP. Every time you connect with a normal that can be used as a 2-in-1 with the Change of Direction, you should be transitioning into the Change of Direction.

Falling Sky



The Falling Sky, or anti-air grab, is best used to end Abel's combos. However, it can also be used for limited anti-air strategies. Abel has normals that work better for anti-air tactics, making it best to use the anti-air grab almost exclusively during combos.

Marseilles Roll



Abel's Marseilles Roll is one of his most versatile abilities. It does not inflict any damage, but it can be used for positioning, spacing, and zoning and can be used during Abel's wake-up game and many other situations. A Marseilles Roll into a normal throw or into Abel's Tornado Throw works well, and the Marseilles Roll goes through most attacks. Be warned that a skilled opponent can use a low kick or throw to knock Abel out of the Marseilles Roll.

Wheel Kick



Abel's Wheel Kick is one of his better tools because of its relatively safe execution. From the correct distance, each variation of the Wheel Kick (LK, MK, and HK) is safe when blocked. At close range, use the LK version; from a moderate distance, use the MK version; and at maximum range, use the HK version. The EX Wheel Kick has the ability to go through projectile attacks, making it even more useful against zoning or projectile-heavy characters. The Wheel Kick does hit high, so be careful not to telegraph it or an opponent can duck and punish the attack.

Drop Throw
Red circle with a right arrow or N + Light + Light
Pincer Throw
Red circle with a right arrow + Light + Light
Overhead
Heavy
Forward Kick
Red circle with a right arrow + Medium
Change of Direction
Red circle with a right arrow + Light
Second Mid
Red circle with a right arrow + Light
Second Low
Red circle with a right arrow + Light
Finish Mid
Red circle with a right arrow + Light
Finish Low
Red circle with a right arrow + Light
Wheel Kick
Red circle with a right arrow + Light
Marseilles Roll
Red circle with a right arrow + Light
Falling Sky
Red circle with a right arrow + Light
Tornado Throw
Red circle with a right arrow + Light
Heartless
Red circle with a right arrow, Red circle with a right arrow + Light
Soulless
Red circle with a right arrow, Red circle with a right arrow + Light

Super Combo

Heartless



Like many Super Combos in the game, Abel's Heartless is best used as a 2-in-1 off a normal or special move lead-in. The damage it inflicts is less than stellar, but it does push an opponent back toward the wall, setting up potential corner traps following the Super Combo. Under most circumstances, Abel's Super Gauge is best used for other attacks and techniques, but if your opponent has less than 25 percent life in the final round and you can connect with anything that will 2-in-1 into Heartless, this is your best bet.

Ultra Combo

Soulless



Soulless is very similar to Heartless except that it inflicts significantly more damage (depending on your Revenge Gauge), and it does not knock an opponent back to the wall. Abel's Ultra Combo is best used to punish an unsafe or missed attack. It is not possible to 2-in-1 into an Ultra Combo, but you can use Abel's Crouching HP to knock an opponent into the air, then follow up with Soulless as they're descending. This results in an extremely damaging combo if you can connect with the Crouching HP and your Ultra Combo is available.



Combos



Jumping MK



HP



Change of Direction

- Jumping MK, HP, Change of Direction
- Crouching LK, Crouching LP, Crouching LP, MP
- Crouching HP (first hit only), Change of Direction
- Crouching MP, LP, or MP Change of Direction
- Crouching HP, Wheel Kick
- Forward Kick, Dash Cancel, HP, Change of Direction, EX Focus Cancel, Dash Cancel, Crouching HP, Marseilles Roll, Crouching HP, Falling Sky
- Jumping HK, Crouching HP, Falling Sky
- Jumping MK, Crouching MP, LP Change of Direction, Heartless
- Focus Attack (stun), Crouching HP, Soulless

Basic Strategies

- Crouching HP and Crouching MP should be your primary tools for leading into the Change of Direction with a 2-in-1.
- Forward Kick can lead into combos when you're not close enough to connect with Crouching HP and MP, and it can be Dash Canceled.
- Jumping MK is Abel's preferred cross-up attack.
- Crouching MK is the best choice for an anti-air attack.
- Use jumping HP when attacking an aerial opponent from the air.

In-Depth Strategies

A good portion of Abel's damage comes from his Change of Direction. Therefore, you need to use strategies that revolve around this special move. At close range, Abel's Crouching HP and MP can be used to start a 2-in-1 that leads into the Change of Direction. Abel's Crouching HP should take priority in most situations and is one of Abel's best attacks. It consists of two hits, giving it more versatility than most of Abel's other normals. The first hit leads into the 2-in-1 with a Change of Direction potentially following, while the second hit knocks the opponent into the air, allowing a follow-up combo. Abel's Falling Sky air grab is generally the best follow-up, but if you have an opponent cornered, the first hit of the Change of Direction is also a good choice.

Abel's Crouching MP is another good option to lead into the Change of Direction via a 2-in-1, but it also works as a better poking tool than Crouching HP.

Use Crouching MP at close range as a quick attack that can potentially interrupt an opponent's attack or keep an opponent trapped in the corner. If it connects, use the Change of Direction as a follow-up, but if it's blocked, Abel remains safe from a guaranteed counterattack.

To apply offensive pressure to an opponent, lead in with Abel's Forward Kick, executed from a slight distance. This is also a good poking tool and can be Dash Canceled to keep pressure on your opponent and keep them constantly guessing. If the attack connects, Dash Cancel and follow up with a combo. If the attack is blocked, you can still Dash Cancel and follow up with another poke (such as Crouching MP), one of Abel's throws, or even the Marseilles Roll. This is a good mix-up that keeps your opponent on their toes.

After a knockdown, Abel's Marseilles Roll is also a good way to get the positioning you want while avoiding a wake-up attack from your opponent. You can also use the Marseilles Roll to escape a corner trap, and it goes through most attacks, making it a very good option when your opponent is going to counterattack. You can also use Abel's jumping MK to cross up an opponent and lead into one of his combos.



Drop Throw
↺ or N + Light + Light
Pincer Throw
↺ + Light + Light
Overhead
Heavy
Forward Kick
↺ + Medium
Change of Direction
↺ +
Second Mid
↺ +
Second Low
↺ +
Finish Mid
↺ +
Finish Low
↺ +
Wheel Kick
↺ +
Marseilles Roll
↺ +
Falling Sky
↺ +
Tornado Throw
↺ +
Heartless
↺, ↺ +
Soulless
↺, ↺ +

Akuma

Vital Stats

Date of Birth
Unknown

Nationality
Japanese

Height
5'10"

Weight
176 lb.

Blood Type
Unknown

Martial Arts Style: Shotokan

Likes: Unknown

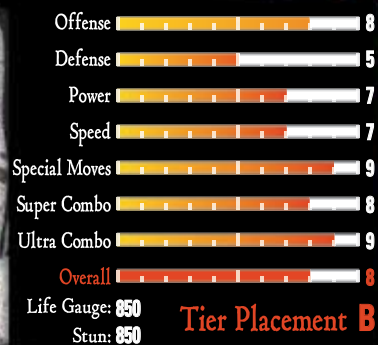
Dislikes: Unknown

Hobbies/Skills: Unknown

Bio

This demonic warrior discarded his own humanity when he let the dark power of the Satsui no Hado (Dark or Evil Hado) take over, and murder his own brother Gouken in cold blood. He seeks the ultimate fight to the death and is especially intrigued by Ryu's inherent Satsui no Hado tendencies, which he frequently tempts the younger man into succumbing to once and for all.

Character Evaluation



Tier Placement **B**



Move List

Goshoha

→ or N + Light + Light

Throw; must be close to opponent

Syuretto

← + Light + Light

Throw; must be close to opponent

Zugaihasatsu

→ + Medium

Overhead

Tenmakujinkyaku

↓ + Medium

In the Air; executed at apex of forward jump

Gohadoken

→ +

EX version; projectile

Shakunetsu Hadoken

→ +

EX version; projectile

Zanku Hadoken

→ +

EX version; in the air; projectile

Goshoryuken

↘ +

EX version

Tatsumaki Zankukyaku

↻ +

EX version

Aerial Tatsumaki Zankukyaku

↻ +

In the Air; EX version

Hyakishu

↘ +

EX version

Hyakigozan

↘ +

Hyakigoshu

Armor Break; during Hyakishu

Hyakigojin

During Hyakishu

Hyakigosai

Light + Light

Throw; during Hyakishu

Ashura Senku

↘/↙ + or ↘/↙ +

Teleport

Raging Demon

Light , Light , →, Light , Heavy

Throw; Super Combo

Wrath of the Raging Demon

Light , Light , ←, Light , Heavy

Throw; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Zugaihasatsu → + Medium



Tenmakujinkyaku (In the Air; ↓ + Medium



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy





Ashura Senku

+ or +



Akuma's teleport, or Ashura Senku, is fairly straightforward. The notation allows Akuma to teleport forward, while teleports backward. Using punches moves Akuma across the screen, while kicks move him just shy of halfway across the screen. There is a slight recovery time after the teleport before Akuma can attack or block; however, it is short enough to make this useful to get away from opponents and avoid corner traps.



Gohadoken



Akuma's Gohadoken is very similar to that of Ryu and Ken. The speed and power is determined by the strength of the punch attack. Mix up between fast and slow Gohadoken to increase Akuma's ability to zone opponents. The Gohadoken is primarily used for chip damage, zoning, and ending combos. The EX version creates a two-hit Gohadoken that goes through most normal projectile attacks (taking away one hit) and inflicts more damage than the normal Gohadoken.

Shakunetsu Hadoken



The Shakunetsu Hadoken is similar to the Gohadoken except that it's more powerful and has the ability to hit multiple times without the need of using an EX version. Use **LP** and the Shakunetsu Hadoken hits once; use **MP** and it hits twice. The **HP** version of the Shakunetsu Hadoken hits three times, making it one of the most powerful and versatile projectile attacks in the game. It goes through most normal and EX projectile attacks (taking away one or two hits, respectively), forcing most opponents to jump over it or take the chip damage from blocking. This is a great addition to Akuma's zoning game.

Hyakishu



Akuma's Hyakishu, or Demon Flip, is more like a stance than a stand-alone attack. The initial notation makes Akuma flip into the air, with the strength of the kick determining how far Akuma flips. Once he's airborne, press a Kick button to enter the Hyakigojin; any Punch button performs the Hyakigosho, which has armor-breaking properties; **LP** and **LK** together cause Akuma to use the Hyakigosai throw at close range; and pressing nothing results in the Hyakigozan slide kick when Akuma lands.

Goshoryuken



While Akuma's Goshoryuken is similar to that of Ken and Ryu, it has more priority, meaning it beats out most other attacks when performed at the same time. It also works better when used as an anti-air attack, because Akuma rarely takes a hit in this situation. The strength of the punch determines the power and distance of the attack, with the **MP** version hitting twice and the **HP** version hitting three times. The **LP** version is best used as an anti-air attack.

Tatsumaki Zankukyaku



The Tatsumaki Zankukyaku, or Hurricane Kick, has changed since the days of *Street Fighter II*. All versions of the Hurricane Kick knock down an opponent, but the **MK** and **HK** versions hit multiple times before knocking down. The **LK** version can be followed immediately by another attack to create a combo. The most common follow-up is a **HP** Dragon Punch. The **EX** version draws an opponent toward Akuma when the attack is initiated, then pushes them away at the attack's end. This attack can also be executed in the air for similar results.

Zanku Hadoken



The Aerial Fireball, or Zanku Hadoken, can be used for zoning, similar to the Gohadoken, but it can also be used for corner traps. The stronger the Punch button used, the faster and wider the angle of the Zanku Hadoken. The **EX** version shoots two Zanku Hadoken at different angles, depending on the two Punch buttons used.

Super Combo

Raging Demon



 Akuma's Super Combo has been the same for virtually every iteration of *Street Fighter* he's appeared in. Its main advantage is that it's a grab Super Combo, and it evades most basic attacks and some special moves; however, it can be interrupted by projectile attacks and some anti-air special moves. You can't simply use this Super Combo anytime you like, or the opponent will easily jump away. It's best used to punish missed attacks or as an opponent is landing from a jump or aerial attack. As a grab Super Combo, it works in many situations when a throw would work, such as during a series of chained or linked attacks that are being blocked.

Ultra Combo

Wrath of the Raging Demon

Light , Light , , Light , Heavy 



 The Ultra Combo version of the Raging Demon is also a grab, but it has more priority than the Super Combo version and has the ability to catch some opponents in the air. If you see an opponent trying to use an aerial attack, a well-timed Wrath of the Raging Demon will evade their aerial attack during the initial animation of the Ultra Combo, then catch them as they land. It travels farther than the Super Combo Raging Demon and inflicts significantly more damage. Any time you would normally use a throw, you should instead use this Ultra Combo if it's available.



Master Gouken Says: It is possible to press B and F repeatedly, while tapping LP, LK, and HP to execute the Raging Demon or Wrath of the Raging Demon without a precise notation. This can be an effective technique for beginners who are trying to use either attack in the middle of a combo or during the wake-up game. The Ultra Combo always takes precedence if it's available.

Goshoha
 or  + Light  + Light 
Syuretto
 + Light  + Light 
Zugaihasatsu
 + Medium 
Tenmakujinkyaku
 + Medium 
Gohadoken
 + 
Shakunetsu Hadoken
 + 
Zanku Hadoken
 + 
Goshoryuken
 + 
Tatsumaki Zankukyaku
 + 
Aerial Tatsumaki Zankukyaku
 + 
Hyakishu
 + 
Hyakigozan
 + 
Hyakigoshu

Hyakigojin

Hyakigosai
Light  + Light 
Ashura Senku
 +  +  +  or  +  +  + 
Raging Demon
Light  , Light  ,  , Light  , Heavy 
Wrath of the Raging Demon
Light  , Light  ,  , Light  , Heavy 



Combos



Jumping MK



HP



Tatsumaki Zankukyaku



HP Shoryuken

- HP, HP Shoryuken
- LK Tatsumaki Zankukyaku, HK Tatsumaki Zankukyaku
- Jumping MK, HP, LK Tatsumaki Zankukyaku, HP Shoryuken

- Jumping HK, Crouching MK, HP Gohadoken
- Jumping MK, Crouching LK, Crouching LP, Crouching LP, LK Tatsumaki Zankukyaku, HP Shoryuken

Basic Strategies

- Use the LP Shoryuken as an anti-air attack from the ground.
- Akuma's jumping HK and MK are best for cross-up attacks and lead into combos. Jumping MK is preferred over jumping HK.
- Combo Akuma's LK Tatsumaki Zankukyaku into an HP Shoryuken or an HK Tatsumaki Zankukyaku.
- Use the Ashura Senku to get Akuma away from corner traps.

In-Depth Strategies

Akuma is a powerful character who plays somewhat similar to Ken and Ryu but with one glaring weakness: his low health. He takes more damage from attacks than virtually any other character in the game, and he has a very low Stun value. This means that any mistake you make will result in more loss of health than any other character, and you can be dizzyed faster than most other characters. For example, if it requires five combos to defeat or dizzy a normal character, it may require only three combos to defeat or dizzy Akuma.

His weaknesses aside, Akuma is a very solid character who is difficult to defeat in the right hands. He can zone well with his normal Gohadoken and the Shakunetsu Hadoken. The Shakunetsu Hadoken takes slightly longer to execute than the Gohadoken, but it is especially deadly given the fact that the HP version is a three-hit attack. Even if your opponent uses an EX projectile attack, they will still have one hit to deal with. Toward the end of a round, this is very difficult to defend against, since your opponent is forced to jump over or evade the Shakunetsu Hadoken instead of taking the chip damage from blocking.

This feeds right into Akuma's ability to zone opponents by alternating his various projectile attacks and his Shoryuken. The LP and MP Shoryuken attacks work best to knock opponents out of the air, while the HP Shoryuken should be primarily used to end combos. If your opponent breaks the zone strategy and gets close to Akuma, use a teleport to escape and start the process again.

Akuma can also corner-trap effectively with his Zanku Hadoken (In the Air) air fireball. Use an LP Zanku Hadoken on a cornered opponent, and follow it up with Akuma's Zugaihasatsu overhead attack or a low attack. Your opponent cannot immediately attack Akuma, because the Zanku Hadoken moves slowly enough to give Akuma time to land and execute another attack before it reaches the opponent. They must attempt to block the mix-up between the low attack and the mid-hitting overhead. This strategy also works during wake-up as your opponent is getting off the ground. It is best to use Akuma's Crouching MK low attack in the mix-up, which can 2-in-1 into a Tatsumaki Zankukyaku or a Gohadoken.

Goshoha
↶ or N + Light ↶ + Light ↶
Syuretto
↶ + Light ↶ + Light ↶
Zugaihasatsu
↶ + Medium ↶
Tenmakujinkyaku
↶ + Medium ↶
Gohadoken
↶ + ↶
Shakunetsu Hadoken
↶ + ↶
Zanku Hadoken
↶ + ↶
Goshoryuken
↶ + ↶
Tatsumaki Zankukyaku
↶ + ↶
Aerial Tatsumaki Zankukyaku
↶ + ↶
Hyakishu
↶ + ↶
Hyakigozan
↶ + ↶
Hyakigoshu
↶
Hyakigojin
↶
Hyakigosai
Light ↶ + Light ↶
Ashura Senku
↶/↶ + ↶/↶ or ↶/↶ + ↶/↶
Raging Demon
Light ↶, Light ↶, ↶, Light ↶, Heavy ↶
Wrath of the Raging Demon
Light ↶, Light ↶, ↶, Light ↶, Heavy ↶

Balrog

Vital Stats

Date of Birth
September 4

Nationality
American

Height
6'6"

Weight
225 lb.

Measurements
47/35/39

Blood Type
A

Martial Arts Style: Street boxing

Likes: Women, bourbon

Dislikes: Fish, math, hard work

Hobbies/Skills: Gambling

Bio

This boxer, whose violent tendencies led to his being expelled from the realm of professional boxing, teamed up with Bison to make money. He has not been heard from since Shadaloo's collapse.

Character Evaluation



Master Gouken Says: Balrog's real name is Mike Bison, giving merit to his Japanese *Street Fighter* name, M. Bison. However, he is universally known as "Boxer" to avoid confusion between Japanese players and other players across the world.



Move List

Head Bomber

→ or N + Light + Light

Throw; must be close to opponent

Lever Break

← + Light + Light

Throw; must be close to opponent

Dash Straight

← CHARGE, → +

EX version

Dash Upper

← CHARGE, → +

EX version

Dash Low Straight

← CHARGE, ↘ +

EX version

Dash Low Smash

← CHARGE, ↘ +

Armor Break; EX version

Dash Swing Blow

← CHARGE, ↘ + Hold

Armor Break; EX version; Overhead

Buffalo Head

← CHARGE, ↑ +

EX version

Turn Punch

Hold or , Release

Armor Break

Crazy Buffalo

← CHARGE, →, ←, → + , Hold

Armor Break; Hold Kick for uppercut version; Super Combo

Violent Buffalo

← CHARGE, →, ←, → + , Hold

Armor Break; Hold Kick for uppercut version; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Buffalo Head



In a similar fashion to the Turn Punch, Balrog's Buffalo Head has Hyper Armor attributes during the first few frames of animation. One of the primary uses of this attack is to go through projectiles just before they connect with Balrog. This works well at close range if you can anticipate a projectile attack, and the HP version has deceptively long range.

Dash Low Smash



Like many of Balrog's other attacks, the Dash Low Smash is safe when executed from a distance. Its primary use is to push opponents to the stage's corner, allowing Balrog to initiate a corner trap. When it connects, the opponent is pushed back to the screen's far side. Much like the Dash Swing Blow, the Dash Low Smash has the ability to go through Hyper Armor attacks.

Dash Low Straight



The Dash Low Straight hits low and therefore must be blocked low. If an opponent attempts to block the Dash Low Straight while standing, they will be hit. This attack travels a good distance and is safe when used from a distance. When it hits, the opponent is knocked down, providing a good opportunity for wake-up strategies.

Dash Straight



The main advantage of Balrog's Dash Straight is that it covers good distance, and when used from a distance, it's safe from a guaranteed counterattack. While the attack technically hits high, it cannot be ducked and will connect with a crouching opponent. It can still be blocked by a crouching opponent, unlike an overhead, but the attack cannot be ducked and punished by a counterattack. The EX version goes through single-hit projectile attacks, making it extremely useful against projectile-based characters.

Dash Swing Blow



The Dash Swing Blow has the same properties as a normal overhead, which means an opponent cannot duck to avoid it, and it will successfully hit any crouching opponent. The attack must be blocked from a standing position. While the Dash Swing Blow is slower than most of Balrog's other special moves, it has the ability to go through Hyper Armor. It is also possible to follow up the EX version of this attack with a combo.

Dash Upper



Balrog's Dash Upper is similar to his Dash Straight except that it does not connect with crouching opponents. However, to its credit, the EX version allows for a combo follow-up when it hits. You should also use the Dash Upper over the Dash Straight when you're attacking from close range.

Turn Punch

Hold    or   , then Release



The main advantage of the Turn Punch is that it has Hyper Armor attributes during the first few frames of animation. When timed correctly, it will absorb almost any attack performed as the Turn Punch is initiating. When the attack successfully connects, Balrog can follow up with a combo. In addition, the longer you hold all three Punch or Kick buttons, the more damage the attack inflicts.

Super Combo

Crazy Buffalo

← CHARGE, →, ←, →, → + 



Balrog's Crazy Buffalo Super Combo has two main benefits. First and foremost, it pushes opponents into a corner, which makes it much easier to follow the Super Combo with corner traps if it doesn't finish your opponent off. Second, you can 2-in-1 into it from a wide variety of attacks, including Balrog's Turn Punch and Dash Straight. His Turn Punch has many uses as it is, but with the added ability to 2-in-1 into a Super Combo, it makes this attack deadly. In addition, the first few frames of animation are invincible to projectile attacks, and it can be used to combo an opponent following a successful Buffalo Head. To top it off, it has Armor Break properties, making it very useful against opponents who use repeated Focus Attacks or Hyper Armor attacks.

Ultra Combo

Violent Buffalo

← CHARGE, →, ←, →, → +   



The Violent Buffalo is virtually identical to the Crazy Buffalo, except that it does not push an opponent into a corner, it inflicts more damage, and you cannot use it at the tail end of a 2-in-1 combo. You should primarily use the attack following a successful Buffalo Head or to combo an already airborne opponent. You can also use Balrog's Ultra Combo to punish opponents who like to use projectile attacks, as it goes through projectile attacks during the first few frames of animation.



Master Gouken Says: Hold Kick for an alternate Uppercut version of Balrog's Super Combo and Ultra Combo. This version is preferred when using either attack to combo an aerial opponent.

Combos



Focus Attack (stun)

Crouching MK

Crouching LK

HP Buffalo Head

- Crouching LP, Crouching LP, Crouching MP, Dash Straight
- Jumping HP, Crouching MP, Dash Low Smash
- Focus Attack (stun), Crouching MK, Crouching LK, HP Buffalo Head
- Focus Attack (stun), Dash Upper, Crazy Buffalo
- Jumping HK, Crouching LP, Crouching LP, Crouching LP, Crouching MP, Dash Straight, Crazy Buffalo
- Jumping HK, Crouching MP, HP Buffalo Head, Violent Buffalo

Basic Strategies

- Balrog's Super Combo and Ultra Combo, Turn Punch, Dash Swing Blow, and Dash Low Smash all go through Hyper Armor. Use them as soon as you see a Hyper Armor attack or anticipate one is about to be used.
- The Dash Swing Blow must be blocked standing, while the Dash Low Straight must be blocked crouching.
- Use jumping HP or HK to start combos from an aerial position.
- Jumping HP works well as an anti-air attack when both characters are airborne.
- Use Balrog's Crouching HP as an anti-air attack from the ground.

In-Depth Strategies

Much of Balrog's strategy revolves around his multiple attacks that have Hyper Armor attributes. These can be used in a variety of situations, from wake-up games to corner traps. However, it is important to maintain a charge as much as possible. Many of Balrog's attacks require charging back or down, so remain crouching and hold **DB** as often as possible to ensure you always have access to Balrog's entire arsenal of attacks.

The most basic Balrog strategy is to mix up between his attacks that connect at different heights. The Dash Swing Blow hits crouching opponents, the Dash Straight can't be ducked, and the Dash Low Straight hits low. The Dash Straight and the Dash Low Straight are both safe when executed from a moderate distance, and mixing in an EX version will prevent your opponent from trying to knock you out of these attacks with a projectile. In addition, if you connect with the EX Dash Upper or the EX Dash Swing Blow, you can follow it up with a combo for more damage.

Balrog also has a strong defense against cross-up attempts and general wake-up game strategies. A Turn Punch works well against most attacks on wake-up. This is primarily due to the Hyper Armor attributes during the first few frames of animation. The attack also pushes Balrog quite a distance, surprising most opponents or moving Balrog safely away, depending on the situation.

When fighting projectile-heavy characters such as Ken, Ryu, or Sagat, any of Balrog's attacks with Hyper Armor attributes will work well to prevent them from effectively zoning him. Buffalo Head generally works best, since you don't have to worry about holding any buttons like you do with the Turn Punch, and you get a good amount of forward movement with the HP version of the Buffalo Head.

Head Bomber
← or N + Light + Light
Lever Break
← + Light + Light
Dash Straight
← CHARGE, ←
Dash Upper
← CHARGE, ←
Dash Low Straight
← CHARGE, ←
Dash Low Smash
← CHARGE, ←
Dash Swing Blow
← CHARGE, ← + Hold
Buffalo Head
← CHARGE, ←
Turn Punch
Hold or , Release
Crazy Buffalo
← CHARGE, ← , ← , ← + , Hold
Violent Buffalo
← CHARGE, ← , ← , ← + , Hold

Blanka

Vital Stats

Date of Birth
February 12

Nationality
Brazilian

Height
6'4"

Weight
216 lb.

Measurements
78/47/68

Blood Type
B

Martial Arts Style: Wild Movement and Electricity

Likes: Samantha (his mother), pirarucu fish, tropical fruit

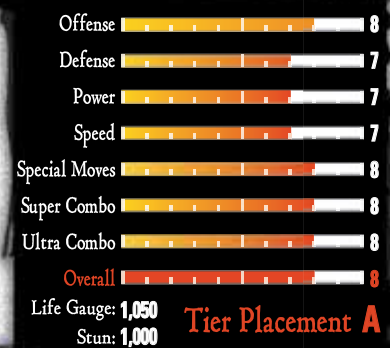
Dislikes: Army ants

Hobbies/Skills: Hunting, unleashing electricity

Bio

Following a harrowing plane crash in his youth, Blanka found himself alone in the Amazonian jungle, struggling to survive and live on his own, granting him extraordinary survival skills and a unique set of characteristics. He now fights to earn the love and respect of his mother.

Character Evaluation



Move List

Wild Fang

→ or N + Light + Light

Throw; must be close to opponent

Jungle Wheel

← + Light + Light

Throw; must be close to opponent

Rock Crusher

← or → + Medium

Hold MP for Overhead; must be close to opponent

Amazon River Run

↘ + Heavy

Surprise Forward

→ +

Surprise Back

← +

Coward Crouch

↓ +

Hold ↓ for increased duration

Rolling Attack

← CHARGE, → +

Armor Break; EX version

Backstep Roll

← CHARGE, → +

EX version

Vertical Roll

↑ CHARGE, ↓ +

EX version

Electric Thunder

Rapidly Tap

EX version

Ground Shave Roll

← CHARGE, →, ←, → +

Super Combo; Charge

Lightning Cannonball

← CHARGE, →, ←, → +

Ultra Combo; Charge

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Rock Crusher ← or → + Medium



Amazon River Run ↘ + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Special Moves

Backstep Roll



Blanka's Backstep Roll is good because he is considered airborne as soon as the attack is executed. This means that throw attempts will miss and any basic attack that hits Blanka during the Backstep Roll will be counted as an aerial attack, forcing most 2-in-1 follow-ups to miss. The arc of the attack and the ability to control Blanka's trajectory during the Backstep Roll make it useful as a cross-up attack as well. The EX version executes slightly faster, but save your Super Combo Gauge for other EX attacks or a Super Combo.

Surprise Forward/Back



The *Street Fighter IV* addition of the Surprise Forward and Back allows Blanka to make a small jump in either direction. The Surprise Back covers more ground than a standard backdash and is invulnerable to attacks during the first few frames of animation. While a normal backdash is faster than the Surprise Back, if you have time to execute it, the Surprise Back is preferred. The Surprise Forward isn't quite as useful, but when an opponent is on the ground, it can be used to cross up and attack them from the other side as they're standing.

Vertical Roll



The normal version of the Vertical Roll can act as an anti-air attack, but Blanka generally has better options. The EX version is preferred when using the Vertical Roll. It's relatively safe against most counterattacks when blocked, and it has a few frames of invincibility at the beginning of the attack. Blanka is also considered to be airborne just after the start of the attack. While not as effective as the Backstep Roll, it can work well to avoid throws and corner traps with good timing.

Coward Crouch



The Coward Crouch is unique in that it evades all high attacks and some projectile attacks. If you hold **D**, Blanka remains in the Coward Crouch for an extended period of time, and you can use **F** or **B+KickX3** to jump out of the attack in either direction. In certain situations, it's also possible to evade jumping attacks and cross-ups but duck under them with the Coward Crouch.

Electric Thunder



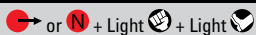
As one of Blanka's trademark attacks, Electric Thunder requires roughly six Punch inputs to execute. You can press all three Punch buttons at once, then quickly press LP, followed by MP, and end on whatever strength you desire for the Electric Thunder. This allows you to perform the attack quickly and easily with the smallest amount of effort. When the attack hits, Blanka is at the advantage and can follow it up with a wide variety of options before the opponent can retaliate. The EX version is safe when blocked and has slightly more range than the normal version.

Rolling Attack



Blanka's bread-and-butter special move, the Rolling Attack will almost certainly be your most used attack. The attack is not safe when blocked, as most characters can punish Blanka with a moderate amount of damage. However, it works well as the second half of a 2-in-1 from many of Blanka's basic attacks, and it can be used to cross up an opponent on the ground by timing it to hit their back side as they stand up. The EX version gains the ability to absorb projectile attacks and executes slightly faster.

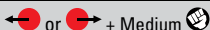
Wild Fang



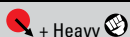
Jungle Wheel



Rock Crusher



Amazon River Run



Surprise Forward



Surprise Back



Coward Crouch



Rolling Attack



Backstep Roll



Vertical Roll



Electric Thunder



Ground Shave Roll

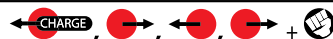


Lightning Cannonball



Super Combo

Ground Shave Roll



Blanka's Super Combo works well as an anti-air attack and inflicts more damage than many of the other Super Combos in the game. It can also be used to end a 2-in-1, adding a significant amount of damage to many combos when Blanka's Super Combo Gauge is full. However, if you miss with the attack, Blanka is left completely open to a counterattack for a short while. The Ground Shave Roll should see minimal use outside of combos or when used as an anti-air attack.

Ultra Combo

Lightning Cannonball



As with many of the Ultra Combo attacks in *Street Fighter IV*, Blanka's Lightning Cannonball is similar to the Ground Shave Roll in many ways. It works best as an anti-air attack, and while it cannot be used to end a 2-in-1 combo, it is possible to end a link combo following certain attacks such as Blanka's Crouching LK or Crouching MK. Both of these attacks are good poking tools, making them even more fierce when Blanka's Revenge Gauge is filled up enough to use the Lightning Cannonball. While more difficult to set up and not quite as effective, it is possible to use the Lightning Cannonball as a cross-up attack from the right distance. However, if the attack misses, Blanka will almost certainly take significant damage from the opponent's counterattack.



Combos



Crouching MK



LP



Rolling Attack

- MK, HK
- Focus Attack (stun), MK, HK
- Crouching LK, Crouching LP, Rolling Attack
- Crouching MK, LP, Rolling Attack
- Jumping HK, Crouching HK
- Jumping HK, Crouching MK, HK
- Jumping MK, MP, HP Electric Thunder
- Jumping HK, Crouching MK, LP, HP Rolling Attack
- Jumping HK, Crouching LK, Crouching LK, HP Rolling Attack, LP Ground Shave Roll
- Focus Attack (stun), Crouching MK, Lightning Cannonball
- Crouching MK, Lightning Cannonball

Basic Strategies

- Use the Coward Crouch to evade most projectile attacks. The Amazon River Run also works, but Blanka is not safe if the attack is blocked.
- Crouching LP, Crouching MK, and Crouching MP are all good poking tools.
- Blanka's jumping MK is very good for a cross-up attack.
- Jumping HP works well as an antiair when Blanka is airborne.
- Blanka's HP or HK are good antiair attacks from the ground.

In-Depth Strategies

Blanka is definitely one of the better characters in the game. However, his play style will not mesh well with everyone. He relies quite a bit on zoning an opponent and knowing when to go for a cross-up and when to work in your poking game. Many of Blanka's combos will come from his jumping MK cross-up, which beats out a large majority of antiair attacks. However, intelligent opponents will know when they can and can't use their antiair attacks on Blanka.

If an opponent attempts to zone you with projectile attacks, Blanka has many ways around this. Many of his EX special moves are either invincible during the first few frames of animation, or they absorb projectile attacks. Either way, if you have enough Super Combo Gauge for an EX special move, an opponent would be foolish to attempt to use a projectile attack. If you do not have enough Super Combo Gauge, Blanka's Amazon River Run ducks under most projectile attacks and also works well as a poking tool from maximum range. Be careful not to use it at will, since a quick opponent can use an EX Focus Cancel when they see the attack coming.

Blanka's poking game gives him a variety of options to transition into combos. His Crouching LK and MK are two of his best pokes and work well in almost any situation. Blanka's Crouching MP is also a good poke, but you cannot follow it with a combo. A normal LP from a slight distance is great for keeping pressure on an opponent and can be used multiple times in rapid succession. An LP or MP are good alternatives to Blanka's crouching options, and an LP can be used to 2-in-1 into a Surprise Forward or Surprise Back, allowing for additional pressure or a quick escape.

Against an opponent who excels at poking, use an HP from a slight distance to punish whiffed low attacks. At close range, HK works in place of HP to punish virtually any whiffed pokes and has the ability to link into many of Blanka's best poking options, such as Crouching MK.

When an opponent is on the ground, Blanka has a wide array of cross-up options. His Rolling Attack works well and can also get him out of corner traps (use the LP Rolling Attack in this situation). It's also possible to use the MP Rolling Attack to cross-up after Blanka's Jungle Wheel throw.

Wild Fang
→ or N + Light + Light
Jungle Wheel
← + Light + Light
Rock Crusher
← or → + Medium
Amazon River Run
↓ + Heavy
Surprise Forward
→ +
Surprise Back
← +
Coward Crouch
↓ +
Rolling Attack
← CHARGE, → +
Backstep Roll
← CHARGE, → +
Vertical Roll
↓ CHARGE, ↑ +
Electric Thunder
Rapidly Tap
Ground Shave Roll
← CHARGE, →, →, → +
Lightning Cannonball
← CHARGE, →, →, → +

Chun-Li

Vital Stats

Date of Birth	Nationality	Height	Weight	Measurements	Blood Type
March 1	Chinese	5'7"	Secret	35/23/35	A

Martial Arts Style: Chinese Kempo

Likes: Crepes, fruit, pastries

Dislikes: Bison, crime, people who have something to hide

Hobbies/Skills: Target shooting (won sixth place in international competition)

Bio

This Interpol detective uses an arsenal of deadly kicks as she scours the world in search of her missing father. She became a detective at the age of 18. She is currently engaged in an investigation with Guile into rumors of Shadaloo's reemergence.

Character Evaluation

Offense	7
Defense	5
Power	6
Speed	7
Special Moves	7
Super Combo	5
Ultra Combo	8
Overall	7
Life Gauge: 900	Tier Placement B
Stun: 1,050	



Move List

Koshuto

→ or N + Light + Light

Throw; must be close to opponent

Kirinshu

← + Light + Light

Throw; must be close to opponent

Ryuseiraku

Light + Light

Throw; In the Air

Overhead

Medium

Overhead; must be close to opponent

Kakukyuraku

↘ + Heavy

Rear Spin Kick

↘ + Light

Kakusenshu

→ + Medium

Kintekishu

← + Medium

Tenkukyaku

Medium

During Kintekishu

Tenshyokyaku

↑, ↓ + Medium

During Tenkukyaku

Yosokyaku

↓ + Medium

In the Air; can be executed up to three consecutive times

Wall Jump

↗

In the Air; near wall

Hyakuretsukyaku

Rapidly Tap

EX version

Kikoken

← CHARGE, → +

EX version; projectile

Hazanshu

↻ +

EX version

Spinning Bird Kick

↓ CHARGE, ↑ +

Armor Break; EX version

Senretsukyaku

← CHARGE, →, →, → +

Super Combo

Hosenka

← CHARGE, →, →, → +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



↘ + Heavy



Rear Spin Kick ↘ + Light



Kakusenshu → + Med.



Kintekishu ← + Med.



Med. (During Kintekishu, ← + Med.)



Tenshyokyaku (↑, ↓ + Med. ; after Kintekishu ← + Med. , during Tenkukyaku Med.)



Crouching Light ⚡



Crouching Medium ⚡



Crouching Heavy ⚡



Crouching Light ⚡



Crouching Medium ⚡



Crouching Heavy ⚡



Jumping Light ⚡



Jumping Medium ⚡



Jumping Heavy ⚡



Jumping Light ⚡



Jumping Medium ⚡



Jumping Heavy ⚡



Jumping Yosokyaku 🚩 + Med. ⚡



Focus Attack



Super Combo

Senretsukyaku



Chun-Li relies heavily on her Super Combo Gauge. Her EX Hyakuretsukyaku is one of her best attacks, and her other EX special moves all have their uses as well. Therefore, Chun-Li's Senretsukyaku Super Combo should not be used under most circumstances. Because the Super Combo Gauge carries over from round to round and can sometimes take time to build up, use the Super Combo only to finish off an opponent. It can be linked or used to end a 2-in-1, which guarantees it will connect and not waste your Super Combo Gauge. It can also be used to punished whiffed or unsafe attacks, but her Ultra Combo is almost always a better punishment tool.

Ultra Combo

Hosenka



Chun-Li's Ultra Combo can be used after knocking an opponent into the air, such as after her Kintekishu, Tenkukyaku, and Tenshyokyaku three-attack combo. However, using it in this way generally results in minimal damage from the Ultra Combo. It is best used as a punishment tool to severely limit your opponent's offensive ability. Once Chun-Li's Revenge Gauge is high enough to allow her to use an Ultra Combo, there are many attacks that can be stopped with it. This includes most HP and HK basic attacks, which largely translates to punishing low sweeps. The Hosenka also has the ability to punish a vast majority of anti-air special moves, and it absorbs projectile attacks, making it even more useful and limiting your opponent in many instances.



Combos



Jumping HK



HK



EX Hyakuretsukyaku

- LK, LK, LK, EX Hyakuretsukyaku
- Crouching LK, Crouching LP, Crouching MK, HP Kikoken
- Jumping HP, HP
- Jumping HK, HK, EX Hyakuretsukyaku
- Jumping HP, HP, Kintekishu, Tenkukyaku, Tenshyokyaku, EX Spinning Bird Kick
- Jumping HK, Crouching LP, Crouching LP, Crouching LP, LP, HP
- Jumping HP, Jumping HP, MP, Kikoken, Senretsukyaku
- Jumping HK, Crouching MK, LK Hyakuretsukyaku, crouching MK, Senretsukyaku

Basic Strategies

- Chun-Li's Kakukyakuraku works as an automatic cross-up from close range.
- Jumping MK works well as a cross-up.
- Use Chun-Li's air throw, Ryuseiraku, when you anticipate an opponent is about to jump.
- Jumping HK works well as an antiair attack while Chun-Li is airborne. This includes jumping straight up or at an angle.
- Chun-Li has no true antiair attack from the ground, but she can use the EX Spinning Bird Kick with proper timing, along with the Rear Spin Kick or Crouching HK, depending on the situation.

In-Depth Strategies

Chun-Li is a character who has a steeper learning curve than most would expect and requires a good amount of gauge management. While she isn't the hardest character in the game to learn, she can't be played with mindless abandon. The normal version of her Kikoken doesn't cover a full screen and will get completely absorbed by any attack with Hyper Armor and most EX projectile attacks. She can use it as a good lead-in by executing a Kikoken, then jumping toward an opponent with an aerial HK.

In the air, Chun-Li can use her jumping HP, HP, executed late in the jump as a good jump in a combo starter. Mix this up with jumping HK, and use Chun-Li's quick forward dash to move closer to an opponent when at a distance. When playing Chun-Li, your main focus should be staying unpredictable. Many of her attacks are not safe, and skilled players will use an EX Focus Cancel as soon as they see a Crouching HK or many of Chun-Li's slower attacks. This is all part of her steep learning curve. Many of her attacks have good uses, but if you use them at will and become predictable, they will be blocked and you will be punished severely.

At close range, Chun-Li can be deadly in the right hands. Her HK, MP, HP, Kakukyakuraku, Kakusenshu, and Crouching MK are all useful tools at close range. Her Crouching LK is also very deadly at close range or when an opponent is trying to close in on you. If you land one, you can go for two more, then 2-in-1 into an EX Hyakuretsukyaku to inflict a significant amount of good damage.

Chun-Li lacks a dedicated antiair attack, but a close-range HK works well if you can anticipate an opponent is about to jump. You can also use a Crouching HK as an antiair attack, but it's tricky. If the opponent is coming down on top of you or attempting a cross-up, this won't work. However, if an opponent lands in front of Chun-Li, her Crouching HK works wonders. A skilled player can attempt to backdash to force an opponent to land in front of them, then use the Crouching HK as an antiair, but it can be risky if not timed correctly.

Her MP is arguably her best poking tool, as it takes priority over many other attacks and has good range. Chun-Li's Kakusenshu also works well as a poking tool and recovers fast enough to follow it up with another poke without fear of being interrupted. Another option is Chun-Li's Kintekishu, which is a kick that hits mid, similar to an overhead, and serves as a pseudo-stance. After the Kintekishu, Chun-Li can use the Tenkukyaku to knock an opponent into the air, followed by the Tenshyokyaku as a great combo attack.

Koshuto	
↺ or N + Light	↻ + Light
Kirinshu	
↺ + Light	↻ + Light
Ryuseiraku	
Light	↻ + Light
Overhead	
Medium	↻
Kakukyakuraku	
↺ + Heavy	↻
Rear Spin Kick	
↺ + Light	↻
Kakusenshu	
↺ + Medium	↻
Kintekishu	
↺ + Medium	↻
Tenkukyaku	
Medium	↻
Tenshyokyaku	
↺, ↻ + Medium	↻
Yosokyaku	
↺ + Medium	↻
Wall Jump	
↺	↻
Hyakuretsukyaku	
Rapidly Tap	↻
Kikoken	
↺ CHARGE, ↻ +	↻
Hazanshu	
↺ +	↻
Spinning Bird Kick	
↺ CHARGE, ↻ +	↻
Senretsukyaku	
↺ CHARGE, ↻, ↻, ↻, ↻ +	↻
Hosenka	
↺ CHARGE, ↻, ↻, ↻, ↻ +	↻, ↻, ↻

Crimson Viper

Vital Stats

Date of Birth July 18	Nationality American	Height 5'9"	Weight 123 lb.	Measurements 39/24/35	Blood Type AB
Martial Arts Style: Espionage (aided with tools)			Dislikes: Overtime		
Likes: Her daughter, money			Hobbies: Magic		

Bio

This tough and beautiful agent assumes a businesslike demeanor, seemingly ignoring the pettiness of human emotion and obligation to fellow man in favor of her own goals. She wears a high-tech suit equipped with an assortment of deadly gadgetry. Her true goals and identity are unknown.

Character Evaluation

Offense		5
Defense		4
Power		5
Speed		5
Special Moves		7
Super Combo		5
Ultra Combo		6
Overall		5
Life Gauge: 900	Tier Placement C	
Stun: 950		

Arcade Characters - Crimson Viper



Move List

Ab Fitness

→ or N + Light + Light

Throw; must be close to opponent

Temple Massage

← + Light + Light

Throw; must be close to opponent

Viper Elbow

→ + Medium

Overhead

Double Kick

→ + Heavy

—

High Jump

↓, ↑, or ↗ or ↘

Must input ↑ immediately after ↓

Thunder Knuckle

↻ +

Armor Break; EX version; cancel by pressing any two Punch buttons

Burning Kick

↻ +

EX version

Aerial Burning Kick

↻ +

In the air; EX version

Seismic Hammer

↻ +

EX version; cancel by pressing any two Punch buttons

Emergency Combination

↻, ↻ +

Super Combo

Burst Time

↻, ↻ +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Viper Elbow → + Med.



Double Kick → + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack





Master Gouken Says: C. Viper has the unique ability to cancel certain basic attacks and special moves into her High Jump. This is generally referred to as a High Jump Cancel (HJC). A Seismic Hammer and the following normal attacks can be High Jump Canceled: LP, MP, HP, LK, MK, Crouching LP, Crouching MP, Crouching HP, Crouching LK, and Crouching MK. These attacks are canceled in the same manner you would 2-in-1 cancel a basic attack into a special move or a Super Combo. Cancel a Seismic Hammer by using + to execute the attack followed immediately by the HJC. When an attack is canceled into a High Jump, and if you perform another attack immediately after, the High Jump does not execute, but the initial attack is still canceled. This makes it possible to HJC a basic attack into an Ultra Combo, allowing C. Viper to link her Ultra Combo with extremely precise timing after connecting with a basic attack.

Special Moves

Burning Kick



C. Viper's Burning Kick can be performed from the ground or in the air. An aerial LK Burning Kick drops C. Viper straight down after the attack, while an MK or HK aerial Burning Kick

Kick continues C. Viper's forward momentum after the attack. Even a Burning Kick executed from the ground is considered an aerial attack, meaning that opponents cannot interrupt the attack with a throw. If you anticipate an opponent is about to throw you, execute a Burning Kick to avoid the throw and counterattack at the same time. To execute an aerial Burning Kick low to the ground, use **QCUB+Kick**. With proper timing, the aerial Burning Kick executes as soon as C. Viper jumps.

Seismic Hammer



The Seismic Hammer is another unique special move that allows C. Viper to attack from virtually any distance. She slams her fist to the ground, creating a low-hitting attack that hits close opponents (LP), midrange opponents (MP), or opponents at a distance (HP). It is possible to cancel or fake a Seismic Hammer by pressing any two Punch buttons immediately

following the Seismic Hammer command (**DP+Punch, PunchX2**). The EX version can absorb most high-hitting basic attacks for the first few frames of animation and has less recovery time than the normal Seismic Hammer. If an opponent blocks an EX Seismic Hammer, the faster recovery time allows C. Viper to force the opponent to block a normal Seismic Hammer immediately following the EX version.

Thunder Knuckle



HP Thunder Knuckle

MP Thunder Knuckle

LP Thunder Knuckle

The Thunder Knuckle is C. Viper's version of a Shoryuken. However, it doesn't have as much priority as a Shoryuken, meaning it is much harder to use as an anti-air attack or to interrupt attacks, since it can be beat out or can trade hits (C. Viper also takes a hit) much more often than a Shoryuken. On the positive side, the LP version can go under most high attacks and projectile attacks, and after an anti-air HP Thunder Knuckle, you can combo with another HP Thunder Knuckle or a variety of other attacks. You can also completely cancel the LP or MP Thunder Knuckle by pressing any two Punch buttons immediately after executing either attack.



Super Combo

Emergency Combination



C. Viper is not a character who can rely heavily on her Super Combo to bail her out of tough situations. Instead, her Super Combo is limited primarily to ending combos. Use her Super Combo only to end a round or, preferably, the match. C. Viper needs her Super Combo Gauge to perform EX special moves, which are more useful throughout a match than her Super Combo. Watch your opponent's Life Gauge, and use a Super Combo to end almost any of C. Vipers many combos if your opponent has roughly 30 percent life or less.

Ultra Combo

Burst Time



Most characters can use their Ultra Combo to make grand comebacks when they're low on life. C. Viper doesn't have this luxury, because her Ultra Combo is arguably the hardest to connect. You can connect with it after a successful EX Seismic Hammer or after a Jumping HP or Jumping HK. However, to connect it after either jumping attack, you must execute the attack at the last possible moment. On larger characters (Zangief, E. Honda, etc.), it is possible to connect an Ultra Combo following an anti-air HP Thunder Knuckle, if the Thunder Knuckle is executed while the opponent is relatively high in the air. You'll have to rely on C. Viper's basic attacks and special moves to get you through a match, but if one of the above situations should arise, be ready to use her Ultra Combo.



Combos



Jumping MK



Crouching MK



MP Thunder Knuckle

- Crouching LK, LK, Crouching MP, MP Thunder Knuckle
- Jumping MK, MP, Crouching MP, MP Thunder Knuckle
- Jumping MK, Crouching MK, MP Thunder Knuckle
- HP Thunder Knuckle (antiair), HP Thunder Knuckle
- HP Thunder Knuckle (antiair), Emergency Combination
- Jumping MK, Crouching HP, MP Thunder Knuckle, Emergency Combination
- Jumping HP, MK, Crouching MP, MP Thunder Knuckle, Emergency Combination
- Jumping HP, Crouching HP, EX Seismic Hammer, High Jump Cancel, Burning Kick, Burst Time

Basic Strategies

- You can use Jumping MK or HK cross-up, but in most situations, MK is the better choice.
- An LP Thunder Knuckle ducks under most projectile attacks.
- C. Viper's High Jump Canceled basic attacks can link directly into her Ultra Combo to catch opponents off guard.
- Jumping MK or HK also works well as antiair attacks while C. Viper is airborne.
- An HP Thunder Knuckle is generally C. Viper's best antiair attack while on the ground, but a quick, well-timed aerial Burning Kick while jumping back also works to counter aerial attacks.
- An antiair HP Thunder Knuckle can be followed by another HP Thunder Knuckle or a Super Combo if the initial Thunder Knuckle hits high enough.

In-Depth Strategies

Crimson Viper has the steepest learning curve in *Street Fighter IV*, as she is one of the few characters who plays almost completely different than the tried-and-true original cast of *Street Fighter II*. She relies heavily on her High Jump Cancel and on her ability to cancel (fake) her special moves. In addition, she has a small Life Gauge (900 compared to 1,000 or higher for most characters) and a small Stun value as well (950 compared to 1,000 or higher for most characters). This makes her relatively easy to stun, and every attack that hits her inflicts more damage than it would against most other characters.

It is nearly impossible for C. Viper to compete against highly skilled players without the ability to use the High Jump Cancel in the heat of battle. Master this technique so you can link a basic attack into her Ultra Combo, perform damaging combos, and fake out her opponents with an array of canceled Seismic Hammer attacks.

Once you have her HJC down, you can begin to explore her other offensive and defensive options. Her Viper Elbow is one of the best overhead attacks in the game. At a slight distance, it can be used to start a combo, linking into a basic attack. At close range, it jumps over most projectile attacks and can even evade Super Combo and Ultra Combo projectile attacks with precise timing.

C. Viper doesn't have an antiair attack that is as good as the Shoryuken, but she does have a few options when it comes to knocking opponents out of the air. Her HP Thunder Knuckle works decently well, but unless you execute it while the opponent is relatively high in the air, there's a moderate chance C. Viper will trade hits with the opponent. However, if she does connect with an antiair HP Thunder Knuckle, she can follow it up with a variety of attacks, including a Super Combo, an Ultra Combo, or another HP Thunder Knuckle if neither are available. She can also jump back and use an aerial Burning Kick while very low to the ground. This takes practice, but once you master it, $\uparrow + \text{K}$ works well as an antiair attack if you have quick reflexes. If you anticipate an aerial attack is coming, it's also possible to go under it with an LP Thunder Knuckle, but this is less reliable than C. Viper's other antiair options.

Her LP Thunder Knuckle also goes under most projectile attacks and works well in conjunction with her poking attacks when fighting against a projectile-heavy character. Use her normal MP, Crouching MP, and Crouching HP for the best results. C. Viper's Crouching MK also works well, but it's slightly slower than the other poking attacks. Against opponents who rely on low attacks to initiate their offense, her Double Kick generally beats out low attacks with ease.

Rounding out C. Viper's offensive options are her throws, which are the best way to knock an opponent down, allowing C. Viper to initiate her wake-up game. The Temple Massage throw gives her the best options, with the ability to follow with a standard cross-up using an LK Burning Kick or a Jumping MK, mixed with her Viper Elbow overhead attack or a High Jump Canceled Burning Kick of any strength. You can also use the Ab Fitness throw, but her options are limited to cross-ups. After either throw, crossing up with a well-timed Burning Kick gives you the best mix-up. An LK Burning Kick hits in front of the opponent, while the MK and HK versions cross up and hit behind the opponent.

Ab Fitness	
$\text{Red Circle} \rightarrow$ or $\text{N} + \text{Light} \text{Punch} + \text{Light} \text{Kick}$	
Throw; must be close to opponent	
Temple Massage	
$\text{Red Circle} \rightarrow + \text{Light} \text{Punch} + \text{Light} \text{Kick}$	
Throw; must be close to opponent	
Viper Elbow	
$\text{Red Circle} \rightarrow + \text{Medium} \text{Punch}$	
Overhead	
Double Kick	
$\text{Red Circle} \rightarrow + \text{Heavy} \text{Kick}$	
—	
High Jump	
$\downarrow, \uparrow, \text{or} \text{Red Circle} \rightarrow$ or $\text{Red Circle} \rightarrow$	
Must input $\downarrow$ immediately after $\downarrow$	
Thunder Knuckle	
$\text{Red Circle} \rightarrow + \text{Punch}$	
Armor Break; EX version; cancel by pressing any two Punch buttons	
Burning Kick	
$\text{Red Circle} \rightarrow + \text{Kick}$	
EX version	
Aerial Burning Kick	
$\text{Red Circle} \rightarrow + \text{Kick}$	
In the air; EX version	
Seismic Hammer	
$\text{Red Circle} \rightarrow + \text{Punch}$	
EX version; cancel by pressing any two Punch buttons	
Emergency Combination	
$\text{Red Circle} \rightarrow, \text{Red Circle} \rightarrow + \text{Punch}$	
Super Combo	
Burst Time	
$\text{Red Circle} \rightarrow, \text{Red Circle} \rightarrow + \text{Punch} + \text{Kick}$	
Armor Break; Ultra Combo	



Dhalsim

Vital Stats

Date of Birth
November 22

Nationality
East Indian

Height
5'9"

Weight
106 lb.

Measurements
42/18/26

Blood Type
O

Martial Arts Style: Esoteric Yoga

Likes: Curry, meditation

Dislikes: Sweets, meat

Hobbies/Skills: Preaching,
abandonment of self

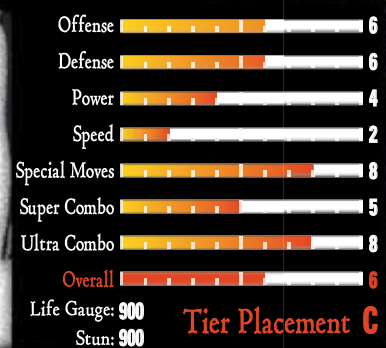


Master Gouken Says: Dhalsim can change his height and weight to some extent.

Bio

This mystical Indian yogi is reluctant to harm his opponents and is a pacifist at heart. Nevertheless, when his family's village is threatened, he once again ventures into the world, steeled for combat and ready to teach evil a lesson.

Character Evaluation



Move List

Yoga Smash

↪ or N + Light ☊ + Light ☋

Throw; must be close to opponent

Yoga Throw

↩ + Light ☊ + Light ☋

Throw; must be close to opponent

Overhead

↩ + Light ☊

Overhead

Yoga Spear

↓ + ☋

In the air

Yoga Mummy

↓ + Heavy ☊

In the air

Yoga Tower

↓ + ☊☊☊

—

Yoga Fire

↻ + ☊

EX version; projectile

Yoga Flame

↻ + ☊

Armor Break; EX version; projectile

Yoga Blast

↻ + ☋

EX version; projectile

Yoga Teleport

↺ or ↻ + ☊☊☊ or ☋☋☋

Teleport

Aerial Yoga Teleport

↺ or ↻ + ☊☊☊ or ☋☋☋

In the air; teleport

Yoga Inferno

↻, ↻ + ☊

Super Combo

Yoga Catastrophe

↻, ↻ + ☊☊☊

Ultra Combo

Basic Attacks

Light ☊



Medium ☊



Heavy ☊



Light ☋



Medium ☋



Heavy ☋



Overhead ↩ + Light ☊



↓ + ☋ (in the air)



Yoga Spear (in the air; ↓ + Heavy ☊)



Crouching Light ☊



Crouching Med. ☊



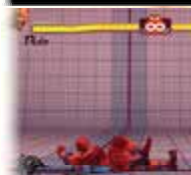
Crouching Heavy ☊



Crouching Light ☋



Crouching Med. ☋



Crouching Heavy ☋



Jumping Light ☊



Jumping Med. ☊



Jumping Heavy ☊



Jumping Light ☋



Jumping Med. ☋



Jumping Heavy ☋



Focus Attack



Special Moves

Yoga Blast



It's hard to determine what the original intent was for Dhalsim's Yoga Blast. Because it is an upward shooting Yoga Flame, most would assume it's meant to be an anti-air attack. However, its execution is slow and doesn't hang in the air very long. The only way to effectively knock an opponent out of the air with it is to initiate the attack extremely late; this is a dangerous option. The EX version is slightly faster and consists of two hits as opposed to one, but its uses are limited to working as an anti-air attack against cross-up attempts.

Yoga Fire



Dhalsim's Yoga Fire projectile attack is one of the slowest projectiles in the game, but that doesn't make it useless. The LP version travels nearly the entire screen but is the slowest version of the attack. The MP version travels a little more than halfway across the screen and moves slightly faster than the LP version. The HP Yoga Fire travels roughly halfway across the screen but moves faster than the MP and LP version. The EX Yoga Fire adds a second hit to the attack, making it moderately useful against other projectile users.

Yoga Flame



Unlike previous *Street Fighter* games, Dhalsim's Yoga Flame is relatively fast and can be used in combos at the end of a 2-in-1 or when leading into his Super Combo. The strength of the Punch button used is directly related to the speed and power of the attack, with LP being the weakest and slowest and HP being the strongest and fastest. The EX Yoga Flame executes faster than any normal version, has a wider range of attack, and consists of two hits as opposed to one.

Yoga Teleport



Dhalsim's Yoga Teleport is arguably his best special move. The Z notation with all three Punch buttons teleports Dhalsim directly behind an opponent, while all three Kick buttons teleport him directly in front of an opponent. The Z notation with all the Punch buttons teleports him backward approximately half a screen, and all three Kick buttons teleport him all the way across the screen. If Dhalsim is already a full screen away from the opponent, the RDP Yoga Teleports move him forward, move him halfway across the screen, or keep him in the same place, respectively. It executes very quickly and has minimal recovery time once Dhalsim reappears. It can be used to evade virtually any attack, but if it becomes predictable, a skilled opponent can counterattack as soon as Dhalsim reappears. The Yoga Teleport can also be performed in the air, and by ending the normal notation with or , you can go from a standing position to an Aerial Yoga Teleport almost instantly.

YOGA TELEPORT QUICK REFERENCE CHART

Command	Teleport
+	Directly behind opponent
+	Directly in front of opponent
+	In front of opponent, halfway across the screen
+	In front of opponent, fully across the screen

Yoga Tower



The Yoga Tower is a unique move that is strictly limited to evasive purposes. Dhalsim extends one leg and lifts himself high into the air, evading most projectile attacks and a wide range of low- and mid-hitting attacks. It has a moderately quick start-up time, but it's not fast enough to evade projectile attacks at close range as soon as you see an opponent attack with one. However, from a distance, it can be used to easily evade most projectile attacks.



 Dhalsim can rely on his Super Combo to inflict a good amount of damage in a short period of time. His EX attacks and EX Focus Cancel aren't as useful as some of the other characters', which gives him more freedom to use his Super Combo when it's available. It works well as an anti-air attack and can even be used to combo an opponent after they are hit with Dhalsim's Ultra Combo, making for an extremely damaging assault.



The Yoga Catastrophe is one of Dhalsim's best offensive attacks. It works wonders as a corner trap and during Dhalsim's wake-up game. Dhalsim is free to move around or attack after the initial execution of the Ultra Combo. This allows him to use the Yoga Teleport to move behind an opponent who is forced to block the Yoga Catastrophe and allows him to use a variety of attack options such as a Crouching LK to hit low or a jumping HP to hit a crouching opponent. In the corner or after knocking down an opponent, use the Yoga Catastrophe as the opponent is getting up or to lock them in the corner, then use the same variety of attacks to confuse your opponent. Depending on the situation (primarily in the corner), you can follow a successful Ultra Combo with Dhalsim's Super Combo.

→ or N + Light + Light

← + Light + Light

← + Light

! + Heavy

 or + or

 or + or

Combos



LP



LP Yoga Flame



Yoga Inferno

- Jumping HK, D+HK
- Jumping HK, B+MK, LP Yoga Flame
- Jumping HP, LK, Yoga Flame
- Jumping HP, B+MK, LP Yoga Flame
- MK, LP Yoga Flame, Yoga Inferno
- Jumping HP, DB+HP, B+MK, LP Yoga Flame, Yoga Inferno

Basic Strategies

- The Yoga Fire combined with Dhalsim's long-range basic attacks (HK) work very well to zone opponents.
- An LPYoga Fire followed immediately by a Yoga Teleport is a great way to safely close in on an opponent and put them in a bad situation.
- Use DF+Kick to slide under projectile attacks.
- Use MP and Crouching MP for good poking attacks from a distance, and use MK on taller opponents such as Zangief.
- Dhalsim's B+HK, B+MK, and B+MP work well as anti-air attacks, with B+HK and B+MK having more range; B+MP is the preferred choice when opponents are close to Dhalsim or when directly over his head.

In-Depth Strategies

Dhalsim is a slow character who can't lock down an opponent with quick attacks or a barrage of offense. He also has a relatively low Stun value and his Life Gauge is smaller than most other characters'. However, with a little work, he can hang with characters who are generally considered superior to Dhalsim. His primary strategies revolve around his zoning ability and Ultra Combo. Use his LPYoga Fire executed anywhere from just beyond a half-screen away to the maximum range of the LPYoga Fire. From this range, you can use one of Dhalsim's anti-air options to punish an opponent who attempts to jump the projectile, but the main strategy is to wait for your opponent's reaction to the attack. If they jump over, punish accordingly; if they attempt to use a Focus Attack to absorb the Yoga Fire, use a normal Yoga Teleport or an Aerial Yoga Teleport (executed instantly by using **F, QCUF+PunchX3**) to get behind them and mix up between **B+HP** and Crouching MK, or jump back and use Jumping HP.

The Yoga Teleport mix-up can be used any time you use a Yoga Teleport, but it works especially well after an LPYoga Fire. This is primarily because your opponent has limited options, but you must wait briefly after the Yoga Fire before doing anything. If you become predictable with the Yoga Teleport, opponents will punish you severely as soon as you reappear. Wait for a reaction to the Yoga Fire and react accordingly. If the opponent simply stands still waiting for the Yoga Teleport, use DF+LK to quickly close the distance between you and the opponent, then mix up between a low attack, a throw, or any of Dhalsim's poking attacks.

Dhalsim's DF+Kick sliding attack can be used to evade most projectile attacks and is especially effective from a slight distance, where it will evade the attack *and* hit the opponent. This can be combined with MP and Crouching MP, which are great poking attacks with slightly longer range than DF+Kick. Against taller opponents, such as Zangief, Dhalsim's MK also works well to poke from a moderate range and to punish attacks that are generally safe to use against other characters. Dhalsim's longer reach allows him to effectively attack from much farther away than most characters.

When an opponent is cornered, Dhalsim becomes an extremely dangerous foe. An Ultra Combo on a cornered opponent opens up a wide variety of options. Dhalsim is free to move around and attack after initiating an Ultra Combo, which allows him to move toward the opponent and mix up between a low attack, a throw, or a jumping attack, similar to his Yoga Teleport mix-up options. This also works when an opponent is not cornered as long as Dhalsim is close enough to ensure the opponent doesn't jump away from the Ultra Combo and either gets hit by it or is forced to block. At this point, you can teleport behind the opponent and use Dhalsim's Yoga Teleport mix-ups while the opponent is forced to guess between blocking high or blocking low.

Dhalsim's wake-up game is also very good when you mix up between his Ultra Combo and the Yoga Teleport. After knocking down your opponent, in most cases they must choose between using a wake-up (reversal) attack or simply blocking. If they block, use an Ultra Combo as they're getting up to force them to either take the full damage of the Yoga Catastrophe or block it and create another mix-up opportunity for Dhalsim. If the opponent uses a reversal as they rise, a Yoga Teleport evades their attack and leaves them vulnerable to a counterattack with a throw or an attack of your choice.

Yoga Smash
 or  + Light  + Light 
Yoga Throw
 + Light  + Light 
Overhead
 + Light 
Yoga Spear
 + 
Yoga Mummy
 + Heavy 
Yoga Tower
 +   
Yoga Fire
 + 
Yoga Flame
 + 
Yoga Blast
 + 
Yoga Teleport
 or  +    or  
Aerial Yoga Teleport
 or  +    or  
Yoga Inferno
  + 
Yoga Catastrophe
  +   

Edmond Honda

Vital Stats

Date of Birth
November 3

Nationality
Japanese

Height
6'1"

Weight
302 lb.

Measurements
83/71/83

Blood Type
A

Martial Arts Style: Sumo

Likes: Tiramisu, Chanko stew, baths

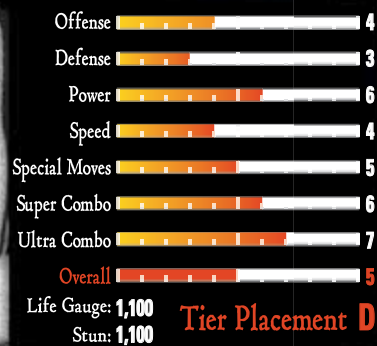
Dislikes: Indecisiveness

Hobbies/Skills: Cooking stew

Bio

This bad boy of the sumo circuit continues to make a name for himself on the world stage. He has attained the rank of Oseki, though he is generally considered good enough to take on the mantle of Yokozuna. He travels the world in an effort to spread sumo's appeal around the world.

Character Evaluation



Arcade Characters - Edmond Honda



Move List

Sabaori

→ or N + Light + Light

Throw; must be close to opponent

Rice Bale Throw

← + Light + Light

Throw; must be close to opponent

Shikofumi

↘ + Heavy

Overhead

Hundred Hand Slap

Rapidly Tap

EX version

Sumo Headbutt

← CHARGE, → +

Armor Break; EX version

Sumo Smash

CHARGE, ↓ +

EX version

Oicho Throw

↺ +

Throw

Super Killer Head Ram

← CHARGE, →, ←, → +

Super Combo

Ultimate Killer Head Ram

← CHARGE, →, ←, → +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Overhead ← + Light



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Special Moves

Hundred Hand Slap

Rapidly Tap 



 Right alongside the Sumo Headbutt, the Hundred Hand Slap has always been one of E. Honda's trademark special moves. While not quite as effective as it's been in previous games, the Hundred Hand Slap still has its place in E. Honda's offense. It is a multihit attack, making it useful if you anticipate a Focus Attack from your opponent. In addition, it requires only six punch

inputs to execute, and those inputs can be buffered during many of E. Honda's normal attacks and special moves to make it seem as though the Hundred Hand Slap executes instantly. The EX version allows E. Honda to move forward or back during the attack (hold  or ) and offers more damage than the normal Hundred Hand Slap.

Oicho Throw

 + 



 E. Honda is one of the few characters with a special move throw. The Oicho Throw has significantly more reach than most normal throws, which allows E. Honda to surprise opponents after blocked basic attacks. It can also be used to set up E. Honda's wake-up game, because opponents will not be able to use a Quick Recover after a successful Oicho Throw. The EX version inflicts more damage than the normal version and executes slightly faster.

Sumo Headbutt

 ,  + 

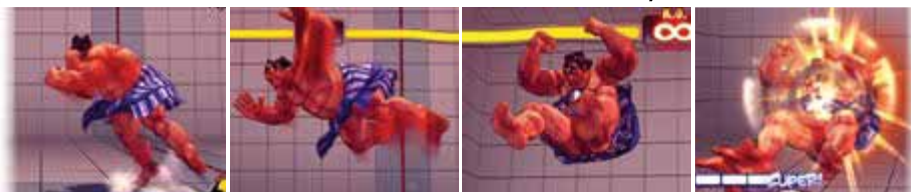


the Punch button used to initiate it, with LP executing a slow, short-range Sumo Headbutt and HP executing a fast, long-range Sumo Headbutt. The EX version executes faster and can be used as an antiair attack. It also absorbs a single-hit attack with its Hyper Armor attributes.

 The Sumo Headbutt has been E. Honda's trademark attack since *Street Fighter II*. In *Street Fighter IV*, it serves as an offensive and defensive tool. The speed and distance of the attack are controlled by the strength of

Sumo Smash

 ,  + 



and height of the attack. Using LK gives the Sumo Smash a lower maximum height and a short travel distance, while HK results in the maximum height and travel distance. The EX version executes faster than the normal Sumo Smash and travels higher and farther than the HK version. It also has a much higher chance of connecting with both hits of the attack and can be used as an antiair special move.

 As one of E. Honda's staple special moves, the Sumo Smash can hit opponents as E. Honda rises into the air and as he descends back to the ground. The strength of the Kick button used is directly related to the distance



Super Combo

Super Killer Head Ram



E. Honda's Super Combo has more uses than most other Super Combos in the game. It works very well as an anti-air attack, goes through projectile attacks, and can be used to end combos as the latter half of a 2-in-1. However, a good portion of E. Honda's offensive and defensive strategy comes from using the EX Sumo Headbutt and EX Sumo Smash. Both of these attacks should be used frequently and consume the Super Combo Gauge, making it difficult to gain enough gauge to use the Super Killer Head Ram. Even if you do obtain a full Super Combo Gauge, it is best to save it for EX attacks rather than use the entire gauge on a Super Combo.

Ultra Combo

Ultimate Killer Head Ram



The Ultimate Killer Head Ram is very similar to the Super Killer Head Ram, but because it uses the Revenge Gauge instead of the Super Combo Gauge, you can use it freely throughout the match. Like E. Honda's Super Combo, it works well as an anti-air attack, which greatly limits your opponent's offensive options. You can easily wait them out with E. Honda ready to unleash his Ultra Combo at the first sign of an opening. It also goes through projectile attacks, but this is only effective if the opponent is about half a screen length away or closer. If they're any farther out, they'll have time to block the Ultra Combo, because it executes too slow to be used effectively from such a distance.



Combos



Jumping HK



MP



EX Hundred Hand Slap

- MP, Shikofumi
- MP, Crouching LP, HP Sumo Headbutt
- MP, MP, EX Sumo Headbutt
- Jumping HK, MP, EX Hundred Hand Slap
- Jumping HP, MK, HP Sumo Headbutt
- Jumping HK, Crouching MK, Sumo Headbutt, Super Killer Head Ram
- Jumping HP, HP Hundred Hand Slap, Super Killer Ram

Basic Strategies

- Use Jumping MK as E. Honda's preferred cross-up attack and use Jumping HP to start combos without a cross-up.
- E. Honda's HK is a good poking attack from midrange.
- Crouching MP and Crouching MK are good poking attacks at close range.
- The EX Sumo Smash, EX Sumo Headbutt, Super Combo, and Ultra Combo work well as anti-air attacks.

In-Depth Strategies



Master Gouken Says: E. Honda relies heavily on gauge management. When he has an Ultra Combo ready to use, he becomes a much deadlier character. Use his Focus Attack to absorb as many single-hit projectile attacks as possible, allowing you to increase E. Honda's Revenge Gauge faster than normal.

Edmond Honda is more aggressive than he has been in previous *Street Fighter* games. His main strategies revolve around heavy use of his EX special moves and a basic mix-up with his Oicho Throw. At the start of a match, your primary focus should be to gain as much Super Combo Gauge and Revenge Gauge as quickly as possible. If E. Honda does not have enough Super Combo Gauge or Revenge Gauge to use an EX special move or an Ultra Combo, respectively, he has very few options for anti-air attacks. In this situation, a well-timed LP Sumo Headbutt can work as anti-air, but the timing is tricky and sometimes isn't worth the risk.

At close range, use E. Honda's pokes to combo or force your opponent into an Oicho Throw mix-up. E. Honda's Crouching MP and Crouching MK work very well as close-range poking attacks. If these connect, proceed to combo into a Sumo Headbutt and possibly into a Super Combo if you can finish off your opponent with it. However, in many cases it's best to have these attacks blocked. After a blocked Crouching MP or Crouching MK, it's very easy to mix up between an Oicho Throw, a Shikofumi overhead attack, an HP, or a Jumping HP. In many cases, the Oicho Throw will connect, allowing E. Honda to follow up with wake-up options.

A skilled opponent may predict that an Oicho Throw is coming and may use an attack or jump to avoid the throw. If the opponent jumps, use HP or Jumping HP to catch them as they rise into the air. If the opponent uses an attack, block and punish or use a Focus Attack to absorb the attack and hit the opponent. In addition to all of this, the Shikofumi overhead can be canceled, which should generally transition into an Oicho Throw or HP for the best mix-up options.

After a successful Oicho Throw, or anytime an opponent is knocked to the ground, E. Honda can use an EX Oicho Throw to interrupt almost anything an opponent tries to attack with as they rise from the ground. Mix this up with E. Honda's standard Jumping MK cross-up to keep your opponent guessing. When E. Honda is knocked to the ground, using an EX Sumo Smash as he's rising interrupts most cross-up attempts.

Rounding out E. Honda's offense is his F+HK midrange poke. This works well to hit from a slight distance and is a great attack to punish missed low attacks. Also keep in mind E. Honda's ability to trade hits with his Sumo Headbutt. This tactic works best against Super Combos and Ultra Combos, because the Sumo Headbutt inflicts a decent amount of damage and stops the Super Combo or Ultra Combo, severely limiting the amount of damage it inflicts on E. Honda. Trading is most effective when used late in a round but can work well in other situations.

Sabaori	
 or  + Light  + Light 	
Throw; must be close to opponent	
Rice Bale Throw	
 + Light  + Light 	
Throw; must be close to opponent	
Shikofumi	
 + Heavy 	
Overhead	
Hundred Hand Slap	
Rapidly Tap 	
EX version	
Sumo Headbutt	
 ,  + 	
Armor Break; EX version	
Sumo Smash	
 ,  + 	
EX version	
Oicho Throw	
 + 	
Throw	
Super Killer Head Ram	
 ,  ,  ,  + 	
Super Combo	
Ultimate Killer Head Ram	
 ,  ,  ,  +  	
Armor Break; Ultra Combo	



El Fuerte

Vital Stats

Date of Birth
October 29

Nationality
Mexican

Height
5'6"

Weight
154 lb.

Measurements
47/32/35

Blood Type
B

Martial Arts Style: Lucha libre

Likes: "Nopal (prickly pear)"

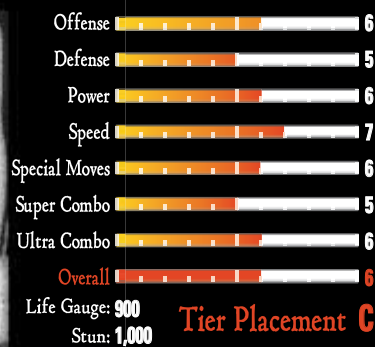
Dislikes: Additives

Hobbies/Skills: Can stand on his head for two hours straight

Bio

This fighter divides his time between perfecting his lucha libre skills and his cooking abilities. His indomitable spirit is a match for even the legendary Red Cyclone. He now travels the world in an effort to assemble the greatest recipes on the planet.

Character Evaluation



Tier Placement **C**

Move List

Tepache Bomb

→ or N + Light + Light

Throw; must be close to opponent

Chili Mexicano

← + Light + Light

Throw; must be close to opponent

Sky Sorpresa Drop

Light + Light

Throw; in the air; must be close to opponent

Shower Kick

→ + Medium

Overhead

Wall Jump

In the air; near wall

Tostada Press

Medium

Immediately after Wall Jump

Fajita Buster

Heavy

Throw; immediately after Wall Jump

Habanero Dash

+

EX version

Habanero Dash Sudden Stop

Light

After Habanero Dash

Habanero Dash Tostada Press

Medium

After Habanero Dash; overhead

Habanero Dash Fajita Buster

Heavy

After Habanero Dash; throw

Habanero Dash Back Dash

Light

After Habanero Dash

Habanero Dash Gordita Sobat

Medium

After Habanero Dash

Habanero Dash Calamari Slide

Heavy

After Habanero Dash

Habanero Back Dash

→ +

EX version

Habanero Back Dash Sudden Stop

Light

After Habanero Back Dash

Habanero Back Dash Tostada Press

Medium

After Habanero Back Dash; overhead

Habanero Back Dash Propeller Tortilla

Heavy

After Habanero Back Dash; throw

Habanero Back Dash Wall Jump

Light , Medium , or Heavy

After Habanero Back Dash

Quesadilla Bomb

Hold , Release

Armor Break; EX version

Guacamole Leg Throw

→ +

Throw; EX version

El Fuerte Dynamite

, +

Super Combo

El Fuerte Flying Giga Buster

, +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Shower Kick → + Medium



Crouching Light



Crouching Med.



Crouching Heavy



Crouching Light



Crouching Med.



Crouching Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Tepache Bomb
↺ or N + Light + Light
Chili Mexicano
↺ + Light + Light
Sky Sorpresa Drop
Light + Light
Shower Kick
↺ + Medium
Wall Jump
↺
Tostada Press
Medium
Fajita Buster
Heavy
Habanero Dash
↺ +
Habanero Dash Sudden Stop
Light
Habanero Dash Tostada Press
Medium
Habanero Dash Fajita Buster
Heavy
Habanero Dash Back Dash
Light
Habanero Dash Gordita Sobat
Medium
Habanero Dash Calamari Slide
Heavy
Habanero Back Dash
↺ +
Habanero Back Dash Sudden Stop
Light
Habanero Back Dash Tostada Press
Medium
Habanero Back Dash Propeller Tortilla
Heavy
Habanero Back Dash Wall Jump
Light , Medium , or Heavy
Quesadilla Bomb
Hold , Release
Guacamole Leg Throw
↺ +
El Fuerte Dynamite
↺, ↺ +
El Fuerte Flying Giga Buster
↺, ↺ +



Special Moves

Guacamole Leg Throw



As one of El Fuerte's primary anti-air attacks, the Guacamole Leg Throw can grab opponents out of the air or end some combos. It executes relatively quickly and doesn't get interrupted by most aerial attacks. The strength of the kick determines the speed and damage of the attack, with the LK version executing the fastest but inflicting the least amount of damage and the HK version executing slowest but inflicting the most damage. The EX version recovers faster and inflicts more damage than the normal version.

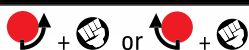
Quesadilla Bomb

Hold , Release



The Quesadilla Bomb causes El Fuerte to lunge chest-first at his opponent, smashing into them and causing a moderate amount of Stun. There are three levels to the attack, based on the length of time you hold the Kick button—the longer you hold the button, the more damage you inflict on the opponent and the higher the Stun value. It takes only a few successful Quesadilla Bomb attacks to dizzy your opponent because of the attack's high Stun value. The EX version inflicts more damage and causes more Stun than any of the normal versions but also requires the longest charge time while holding Kick.

Habanero Dash



Habanero Dash



Tostada Press (MP)



Fajita Buster (HP)



Gordita Sobat (MK)



Calamari Slide (HK)



Propeller Tortilla (HP; during Habanero Back Dash)



This is a unique attack that starts El Fuerte running forward (**QCF**) or back (**QCB**). Once he is running, you can choose from six different options based on the button you press while running. Pressing **LP** simply cancels out of the run and leaves El Fuerte in a neutral position, while pressing **LK** stops the run and executes a quick back dash. Pressing **MP** performs a Tostada Press that evades most projectile attacks and serves as an overhead attack. Press **HP** for the Fajita Buster, which performs a jumping attack that shifts into a throw and can also evade projectiles. Pressing **MK** executes the Gordita Sobat, which is the same as his normal MK attack, and pressing **HK** executes the Calamari Slide, which is the same as El Fuerte's Crouching HK with a slightly faster execution speed. When he is running backward, most of the punches are the same, with the HP option performing the Propeller Tortilla throw. Pressing any Kick button initiates a Wall Jump. The range of his jumping attacks (MP and HP) is determined by holding **F** or **B**. The EX version adds Hyper Armor to the attack.



Master Gouken Says: El Fuerte has an infinite combo using the Habanero Dash against

some characters. Use a 2-in-1 from HP to the Habanero Dash, then quickly press LP to cancel the Habanero Dash. When executed with extremely precise timing, this set of moves can be repeated endlessly, with the opponent unable to block the HP. It is very difficult to use consistently, so take the time to perfect this infinite.



Tepache Bomb
↺ or N + Light + Light
Chili Mexicano
↺ + Light + Light
Sky Sorpresa Drop
Light + Light
Shower Kick
↺ + Medium
Wall Jump
↺
Tostada Press
Medium
Fajita Buster
Heavy
Habanero Dash
↺ +
Habanero Dash Sudden Stop
Light
Habanero Dash Tostada Press
Medium
Habanero Dash Fajita Buster
Heavy
Habanero Dash Back Dash
Light
Habanero Dash Gordita Sobat
Medium
Habanero Dash Calamari Slide
Heavy
Habanero Back Dash
↺ +
Habanero Back Dash Sudden Stop
Light
Habanero Back Dash Tostada Press
Medium
Habanero Back Dash Propeller Tortilla
Heavy
Habanero Back Dash Wall Jump
Light , Medium , or Heavy
Quesadilla Bomb
Hold , Release
Guacamole Leg Throw
↺ +
El Fuerte Dynamite
↺, ↻ +
El Fuerte Flying Giga Buster
↺, ↻ +

Super Combo

El Fuerte Dynamite



While El Fuerte has useful EX special moves, they aren't as important to his gameplay as they are for other characters. This allows him to use the El Fuerte Dynamite Super Combo freely when the Super Combo Gauge is full. It's not as useful as his Ultra Combo, but it inflicts a moderate amount of damage and has a relatively fast execution speed. It's most effective at close range, but it's possible to end a combo with it as the latter half of a 2-in-1 to make it easier to connect successfully.

Ultra Combo

El Fuerte Flying Giga Buster



El Fuerte's Ultra Combo is a throw, which makes it unblockable. It is also possible to control the trajectory of the jump by pressing **F** or **B**. This opens up quite a few possibilities for the El Fuerte Flying Giga Buster. It can avoid projectile attacks, making it deadly against projectile-heavy characters, and it can be used as an anti-air attack with precise timing. Because the entire Ultra Combo animation is fairly long, it's also possible to charge the EX Quesadilla Bomb for use when the Ultra Combo concludes.

Combos



Jumping HP



HK



Guacamole Leg Throw

- MK, MK (from distance)
- Jumping HP, HK, Habanero Dash Fajita Buster
- Jumping HP, HK, Quesadilla Bomb
- Jumping HP, HK, Guacamole Leg Throw
- Shower Kick, El Fuerte Dynamite
- Jumping HP, HP, Habanero Dash Gordita Sobat, El Fuerte Dynamite

Basic Strategies

- El Fuerte's Jumping HK is good for a cross-up and has a great deal of priority over other attacks.
- HP and Crouching MK work well as poking attacks, with MP serving the same purpose but only from close range.
- Jumping MK works well as an antiair attack while airborne and as a cross-up attack.
- Jumping LK is another attack that works well as an antiair attack while airborne.
- For antiair attacks from the ground, use El Fuerte's Guacamole Leg Throw or his Crouching HP.

In-Depth Strategies

El Fuerte is a pressure character who requires a high level of dexterous skill to play properly. He has an uphill battle against roughly half of the characters in *Street Fighter IV*, but an infinite combo helps to keep him competitive. He has a relatively low Life Gauge at 900 (compared to most other characters, who are at 1,000 or higher), and many of his attacks lack the damage to make up for his Life Gauge. Against many of the other characters, it takes a lot of work on El Fuerte's part to equal their damage output.

Your main focus should be to master El Fuerte's infinite combo, but it's arguably the hardest combo in the game. Instead of working on mastering this combo as soon as you get your hands on El Fuerte, you should first focus on his other offensive and defensive options. This will help you gain an understanding of the character and learn when to use the infinite combo once you have mastered the technique.

The Quesadilla Bomb is one of El Fuerte's best attacks. The longer it's charged, the more damage it inflicts and the more Stun value it has. Once you're comfortable with the rest of El Fuerte's gameplay, always maintain a constant charge so the Quesadilla Bomb is always ready to be used. It's generally best to hold **LK**, allowing you to use the other five Attack buttons while still maintaining a charge.

A successful Quesadilla Bomb can link into a Super Combo. If your Super Combo Gauge is not full, you can follow the Quesadilla Bomb with El Fuerte's Focus Attack. If your opponent gets off the ground as soon as possible (with a Quick Recover), an unblockable Level 3 Focus Attack will connect with near perfect timing. An EX Quesadilla Bomb is even stronger than the maximum-charge normal version, but it takes quite some time to charge. As soon as you connect with El Fuerte's Ultra Combo, begin charging the EX Quesadilla Bomb. By the time the Ultra Combo concludes, the special move will be charged and ready to use.

Aside from the Quesadilla Bomb, El Fuerte's Habanero Dash is also one of his best offensive tools. He has a built-in mix-up with the many various attacks that come from the Habanero Dash. The Tostada Press (MP) from the Habanero Dash serves as an overhead attack and must be blocked from a standing position. This can be mixed up with the Fajita Buster (HP), which is a throw and must be ducked. You can also use LP to stop the Habanero Dash and continue into any of El Fuerte's other attacks for an additional mix-up.

The Habanero Dash is also the source of El Fuerte's infinite combo. Start the combo with HP, then 2-in-1 into the Habanero Dash. Quickly stop the Habanero Dash with LP and immediately repeat the process with another HP and Habanero Dash. The timing is very strict, and it will take a considerable amount of practice to master it, but once you have it down, it should be your main focus.

El Fuerte also has two overhead attacks. His main overhead is his Shower Kick (F+MK), which executes quickly and can be used as yet another mix-up after stopping the Habanero Dash. HK is a two-hit basic attack with the second hit serving as an overhead. It's not quite as useful as the Shower Kick, but it can keep your opponent on their toes.

On the defensive end, El Fuerte's Wall Jump is unlike most other moves of a similar nature. As soon as he jumps off the wall, his speed increases, allowing him to punish a wide variety of attacks. Because El Fuerte does not have a projectile attack, many opponents assume he can't defend himself against a barrage of projectiles. However, from across the screen, El Fuerte can use the Wall Jump to quickly reach the opponent and attack them as soon as a projectile attack is executed. The best follow-up to this is his Jumping HP, which leads into multiple combos.



Guile

Vital Stats

Date of Birth
December 23

Nationality
American

Height
6'0"

Weight
190 lb.

Measurements
49/33/35

Blood Type
O

Martial Arts Style: Military Trained Martial Arts Infused with Wrestling Techniques

Likes: Weak coffee

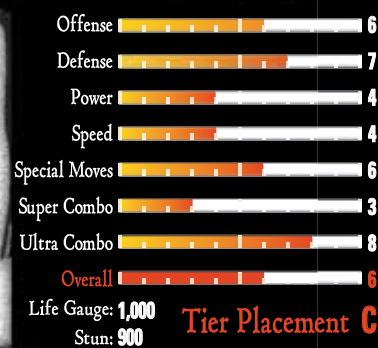
Dislikes: Natto (a Japanese delicacy made of fermented soybeans that Ryu made him try during a trip to Japan)

Hobbies/Skills: Darts

Bio

This American Air Force Major has dedicated his life to taking revenge on Bison, the man who killed his best friend, Charlie, so many years ago. His fighting style is a unique blend of military trained martial arts and other moves that he finds useful in combat. When a series of incidents in which Shadaloo's involvement is suspected come to light, he is quick to partner up with his old friend Chun-Li to get to the bottom of it.

Character Evaluation



Move List

Dragon Suplex

→ or N + Light + Light

Throw; must be close to opponent

Judo Throw

← + Light + Light

Throw; must be close to opponent

Flying Mare

→ or N + Light + Light

Throw; in the air; must be close to opponent

Flying Buster Drop

← + Light + Light

Throw; in the air; must be close to opponent

Straight Chop

→ + Medium

Overhead

Spinning Back Knuckle

→ + Heavy

Knee Bazooka

→ or ← + Light

Rolling Sobat

→ or ← + Medium

Reverse Spin Kick

→ or ← + Heavy

Must be close to opponent

Guile High Kick

↘ + Heavy

Sonic Boom

← CHARGE, → +

EX version; projectile

Flash Kick

CHARGE, ↑ +

Armor Break; EX version

Double Flash

CHARGE, ↘, ↘, ↘, ↘ +

Super Combo

Flash Explosion

CHARGE, ↘, ↘, ↘, ↘ +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Straight Chop → + Med.



Spinning Back Knuckle → + Heavy



Knee Bazooka

→ or ← + Light



Reverse Spin Kick

→ or ← + Heavy



Guile High Kick

↘ + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy





Focus Attack



Dragon Suplex

↶ or N + Light P + Light K

Judo Throw

↶ + Light P + Light K

Flying Mare

↶ or N + Light P + Light K

Flying Buster Drop

↶ + Light P + Light K

Straight Chop

↶ + Medium P

Spinning Back Knuckle

↶ + Heavy P

Knee Bazooka

↶ or ↷ + Light K

Rolling Sobat

↶ or ↷ + Medium K

Reverse Spin Kick

↶ or ↷ + Heavy K

Guile High Kick

↶ + Heavy K

Sonic Boom

↶ CHARGE, ↶, P + K

Flash Kick

↶ CHARGE, ↶, P + K

Double Flash

↶ CHARGE, ↶, ↶, ↶, P + K

Flash Explosion

↶ CHARGE, ↶, ↶, ↶, ↶, P + K

Special Moves

Sonic Boom

↶ CHARGE, ↶, P + K



Guile's Sonic Boom special move is one of the main sources of his offense. The strength of the Punch button determines the speed of the attack. LP equates to a relatively slow Sonic Boom, while HP provides a fast Sonic Boom. The LP version of the Sonic Boom is slow enough to allow Guile to follow it with a quick dash forward and connect with a second attack while the opponent is forced to block the Sonic Boom. The EX version is faster than the HP version and consists of two hits instead of one. This makes it very useful against projectile-heavy characters such as Ken or Ryu.



Master Gouken Says: The key to using the Sonic Boom properly against a skilled player is executing the Sonic Boom attacks in rapid succession. The best way to do this is to buffer the notation and begin a second charge as the first Sonic Boom is being executed. Do this by using the standard notation (CB,F), then holding back as you press Punch. The Sonic Boom will still execute properly, but this method allows you to start charging another Sonic Boom slightly faster compared to the standard command for a Sonic Boom.

Flash Kick

↶ CHARGE, ↶, P + K



Some consider the Flash Kick to be Guile's trademark anti-air attack. However, he's almost always had better options in previous *Street Fighter* games, and *SFIV* is no exception. The Flash Kick can still be used as an anti-air attack, despite Guile having better options such as MK or Crouching HP. The strength of the Kick button is directly related to the range, height, and strength of the Flash Kick. LK results in a short-range, relatively low-height Flash Kick that works well to punish missed basic attacks such as low sweeps and other grounded attacks. The HK version has the most range and lifts Guile higher than the LK or MK variations. The EX version hits twice and has several frames of invincibility at the start of the attack.

Super Combo

Double Flash



It's always good to have an EX Sonic Boom or EX Flash Kick available, which makes Guile's Super Combo slightly less useful than some of the other Super Combos in the game. The notation is also less forgiving than many of the other Super Combos, which makes it more difficult to use. However, when linked in a combo or when used to punish some blocked or whiffed attacks, Guile's Double Flash comes in handy. It can also be followed by Guile's Ultra Combo, although in most cases the Ultra Combo will not inflict maximum damage due to the fact that it's used as a juggle in this situation.

Ultra Combo

Flash Explosion



Some would argue that Guile's Flash Explosion is one of the best Ultra Combos in the game. This is true to some extent, but it's still somewhat limited. It uses the same moderately awkward notation as Guile's Super Combo, and while it can be used as an anti-air attack or following a Super Combo, in both situations it's rare to inflict the maximum damage of the Ultra Combo. It's best used as a wake-up attack while Guile is rising off the ground, or as an anti-air attack, or to punish whiffed attacks by an opponent.



Combos



Crouching LK



Crouching LP



Crouching MP



HP Sonic Boom

- Crouching MK, Straight Chop
- Crouching LP, MP, Sonic Boom
- Crouching LP, Crouching MP, Flash Kick
- Crouching LK, Crouching LP, Crouching MP, HP Sonic Boom

- Jumping LK, Crouching LK, Crouching LP, Crouching MP, Flash Kick
- Jumping HK, Crouching LP, Crouching LP, Crouching LP, LK Flash Kick
- Jumping HP, Crouching LK, Crouching LP, Double Flash
- Jumping HK, Crouching LP, Crouching LP, Crouching MP, Flash Kick, Double Flash

Dragon Suplex



Judo Throw



Flying Mare



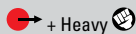
Flying Buster Drop



Straight Chop



Spinning Back Knuckle



Knee Bazooka



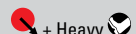
Rolling Sobat



Reverse Spin Kick



Guile High Kick



Sonic Boom



Flash Kick



Double Flash



Flash Explosion



Basic Strategies

- Use Jumping LK as a cross-up attack.
- Jumping MK and Jumping HK are good antiair attacks while Guile is airborne.
- The Knee Bazooka works well in place of a forward or backward dash and is great after an LP Sonic Boom.
- Guile's MK, Guile High Kick, Crouching HP, and Ultra Combo work well as antiair attacks.

In-Depth Strategies

Guile is primarily a zoning character. His best strategies revolve around zoning with his Sonic Boom and Flash Kick, along with a few of his basic attacks. Guile is one of the few characters with minimal changes throughout his years in *Street Fighter*, but old-school veterans may find it difficult to play Guile like he played back in the glory days of *Super Street Fighter II Turbo*. The range on many of his basic attacks has been reduced, and his Flash Kick isn't quite as effective as it once was. However, he still retains the same core gameplay of patiently zoning his opponents.

Focus on zoning opponents with heavy use of mixed Sonic Boom attacks (vary the speed). If an opponent jumps over the Sonic Boom in an attempt to get in close, use MK, the Guile High Kick (DF+HK), a Flash Kick, or one of Guile's air throws to knock them out of the air. If the opponent is close enough to land on top of Guile or potentially use a cross-up, Crouching HP is also an effective antiair option.

One of your main goals is to use the LP Sonic Boom and follow it to your opponent. A quick dash or a Knee Bazooka works best to quickly move you toward the opponent. At this point, your opponent is basically forced to block or react to the Sonic Boom in some way. Mix up between Guile's Straight Chop overhead, Crouching LK, Crouching LP, Crouching MP, or a throw to keep your opponent guessing. You can also use HP from a slight distance, which can be canceled into a Super Combo; from the right distance, you can link two consecutive HP attacks.

For extra pressure, you can EX Focus Cancel a Sonic Boom to gain even more ground and force your opponent into the mix-up game. An EX Sonic Boom mixed in with other varied speeds of Sonic Boom can also throw off your opponent. In addition, the EX Sonic Boom is two hits, allowing it to pass through normal projectile attacks (absorbing one hit). It's also one of the fastest projectile attacks in the game, making it difficult to evade.

Ken Masters

Vital Stats

Date of Birth
February 14

Nationality
American

Height
5'9"

Weight
159 lb.

Measurements
45/32/34

Blood Type
B

Martial Arts Style: Shotokan

Likes: Skateboarding, pasta

Dislikes: Pickled plums, soap operas

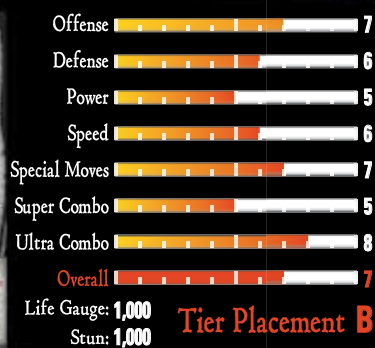
Hobbies/Skills: Cooking pasta

Arcade Characters - Ken Masters

Bio

Scion of the American financial group that bears his name, Ken Masters is also the closest friend of rival Ryu. With a brand-new life on the way to get his and his wife's family started, he hesitates when invited to climb back into the ring with Ryu. Eventually, with some prodding from Eliza, he decides to take the plunge.

Character Evaluation



Tier Placement **B**



Move List

Shoulder Throw

→ or N + Light + Light

Throw; must be close to opponent

Hell Wheel

← + Light + Light

Throw; must be close to opponent

Inazuma Kick

← + Medium

Overhead

Forward Step Kick

→ + Medium

—

Thunder Kick

→ + Heavy

Overhead; hold HK to cancel

Hadoken

↻ +

EX version; projectile

Shoryuken

↻ +

EX version

Tatsumaki Senpukyaku

↻ +

Armor Break; EX version

Aerial Tatsumaki Senpukyaku

↻ +

EX version; in the air

Shoryureppa

↻, ↻ +

Super Combo

Shinryuken

↻, ↻ +

Ultra Combo; Armor Break

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Inazuma Kick

← + Medium



Forward Step Kick

→ + Medium



Thunder Kick

→ + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Special Moves

Hadoken



Ken and Ryu were virtually identical characters at one point, but they've become very different despite sharing the same special moves. At first glance, the Hadoken seems nearly identical to Ryu's, with the strength of the punch determining the speed of the projectile attack. However, Ken cannot use multiple Hadoken attacks in rapid succession like Ryu can. You can still shoot one after another, but the increased delay after Ken's Hadoken limits how fast you can use them. It still works well for zoning purposes, and the EX version hits twice with a much faster recovery time.

Shoryuken



The Shoryuken, or Dragon Punch, has always been Ken's trademark attack. It's more powerful than Ryu's Shoryuken and has a wider variety of uses. The strength of the punch determines the speed, range, and strength of the attack. An LP Shoryuken is faster than the MP and HP versions but inflicts the least amount of damage and covers the shortest distance. An HP Shoryuken hits three times, inflicts the most damage, and has the most range. It is also possible to EX Focus Cancel all three hits of the attack. The EX version hits four times, inflicts more damage than any other version, and is very difficult to interrupt.

Tatsumaki Senpukyaku



Ken's normal Tatsumaki Senpukyaku, or Hurricane Kick, is fairly straightforward. It hits multiple times and can be used in combos as the tail end of a 2-in-1, but you probably won't get much use out of it since the HP Shoryuken is usually the preferred combo-ender. However, the aerial EX Tatsumaki Senpukyaku has a much greater use, because it can work as an effective cross-up. The normal and EX Tatsumaki Senpukyaku can be used as anti-air attacks while Ken is airborne, but the EX version has more priority over other attacks and tends to work better for this purpose.



Shoulder Throw
↺ or N + Light + Light
Hell Wheel
↺ or N + Light + Light
Inazuma Kick
↺ + Medium
Forward Step Kick
↺ + Medium
Thunder Kick
↺ + Heavy
Hadoken
+
Shoryuken
↻ +
Tatsumaki Sempukyaku
↺ +
Aerial Tatsumaki Sempukyaku
↺ +
Shoryureppa
, +
Shinryuken
, +

Super Combo

Shoryureppa

, +



Ken's Super Combo is useful in very specific situations. If you've locked an opponent in a corner trap, Ken can link into a Super Combo from most of his normal combos. He can then follow his Super Combo with an Ultra Combo. The Ultra Combo will connect with minimal effort, but to make it inflict as much damage as possible, timing is key. Outside of corner traps, Ken's Super Combo should be scarcely used to save the Super Combo Gauge for EX Focus Cancels or an EX Hadoken or EX Shoryuken.

Ultra Combo

Shinryuken

, +



Ken's Ultra Combo can be used as an anti-air attack like many other Ultra Combos, but in most cases it won't connect for full damage. It's best to save Ken's Ultra Combo and use it to follow a successful HP Shoryuken. If you land the HP Shoryuken without a combo leading into it, EX Focus Cancel after the second hit and transition into Ken's Ultra Combo for full damage. This also works off an anti-air HP Shoryuken if you can get the timing correct and if the Shoryuken hits cleanly instead of trading with the opponent's attack.

Combos



MP

HP

HP Shoryuken

Shoryureppa

- MP, HP
- Crouching LK, Crouching LP, Crouching MK, HP Shoryuken
- Crouching LP, Crouching LP, Crouching LP, Crouching MK, EX Hadoken
- Jumping HK, Crouching MK, Hadoken
- Jumping MK, Crouching LK, Crouching LP, Crouching MK, Hadoken
- MP, HP, HP Shoryuken, Shoryureppa
- MP, HP, HP Shoryuken, EX Focus Cancel, Shinryuken
- Jumping MK, Crouching LK, Crouching LP, HP Shoryuken, EX Focus Cancel, Shinryuken



Master Gouken Says: When an EX Focus Cancel is used on an HP Shoryuken, it must be executed during the second hit of the Shoryuken for the combo to work properly.

Basic Strategies

- Use the Forward Step Kick as a good poking tool. It also leads into Ken's Kara Cancels.
- HK at maximum range beats out a lot of basic attacks.
- Jumping MK is Ken's best cross-up attack.
- Ken's MP Shoryuken works well as an anti-air attack.

In-Depth Strategies

Ken and Ryu are virtual opposites in *Street Fighter IV*. Ryu excels on the defensive end and excels in his ability to zone well and aggressively assault opponents from a distance with a barrage of Hadoken. Ken can be played exactly the same way, but it's not his best strategy. Ken excels at close-range pressure combat, with a barrage of combos.

When you first pick up Ken, learn his various combos and pokes because you'll be using them often. LP is a good close-range poke; it has a nice amount of block stun, allowing Ken to follow it with a Crouching MK and a few other options. It also hits most crouching opponents and is safe when blocked. Thunder Kick has very good range, and although it's slower than some of Ken's other pokes, it works well against your opponent's low attacks and beats out most other poking attacks primarily due to its range.

Ken's Forward Step Kick should be a staple basic attack in your offensive arsenal. It has a wide variety of uses and is considered by many to be Ken's best attack. The Forward Step Kick starts with a quick forward dash, which can be canceled into one of Ken's throws. This is referred to as a Kara Cancel or Kara Throw and gives Ken a much longer throw range, creating a mix-up game from almost any distance. Instead of using a throw, you can complete the Forward Step Kick, which gives Ken frame advantage when blocked, then proceed into one of his poking attacks. Ken isn't the only character who can use this strategy, but the dash range of his Forward Step Kick and his heavy offensive focus makes it a primary tool for him.

The Forward Step Kick can also be used to quickly move Ken across the screen. Back-to-back Forward Step Kicks put him right next to his opponent in almost any situation. Follow it with a Crouching MK that can lead into a 2-in-1 HP Hadoken, which can also be EX Focus Canceled to further confuse your opponent. Any time you use Crouching MK, it's a good idea to follow it with a 2-in-1 HP Hadoken to prevent your opponent from quickly counterattacking.

When it comes to zoning, Ken can be played similar to Ryu, with a mixture of varying-speed Hadoken attacks and MP Shoryuken attacks to knock opponents out of the air. An HP Shoryuken can also be used, but the timing is more strict when it comes to knocking opponents out of the air. However, it does have more range and can be EX Focus Canceled on the first or second hit, allowing you to follow with Ken's Ultra Combo. Add a few Forward Step Kicks and Kara Cancels to your zoning strategy if your opponent gets close to the corner, thus forcing them into corner traps. Once Ken has an opponent in the corner, any combo that leads into his Super Combo can be followed by his Ultra Combo. Timing and distance are critical to inflict maximum damage from the Ultra Combo following an HP Shoryuken or in a corner trap following Ken's Super Combo.



Master Gouken Says: A big part of Ken's offensive strategy is his Kara Throw. To execute a Kara Throw, start with Ken's Forward Step Kick and follow it immediately with a throw of your choice. The full command is F+MK, LP+LK and results in Ken performing the initial dash of the Forward Step Kick, canceled into a throw. This gives him a considerably longer throw range and can be used following similar attacks with other characters.



M. Bison

Vital Stats

Date of Birth
April 17

Nationality
Unknown

Height
6'0"

Weight
176 lb.

Measurements
51/33/36

Blood Type
A

Martial Arts Style: Psycho Power

Likes: Ruling the world

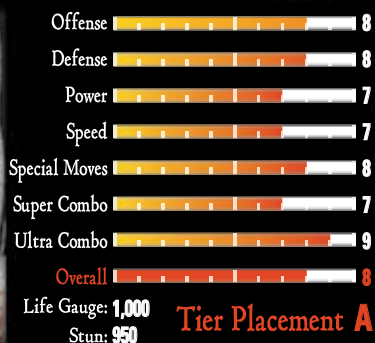
Dislikes: Weaklings, inept henchmen

Hobbies/Skills: Hypnosis

Bio

Drug trafficking, human experimentation, weapons dealing—no crime was beyond the reach of Bison's foul Shadaloo organization. He uses his Psycho Power to strike fear into the hearts of those who oppose him and further his own twisted and vile machinations. Thought to have perished in the fall of Shadaloo, Bison garnered a new lease on life via a replacement body and now seeks to usher in a new dark age of terror and intimidation the world over.

Character Evaluation



Tier Placement A

Move List

Deadly Throw

→ or N + Light + Light

Throw; must be close to opponent

Death Tower

← + Light + Light

Throw; must be close to opponent

Hell Attack

Medium , Medium

In the air; during forward or backward jump

Psycho Crusher

← CHARGE, → +

Armor Break; EX version

Double Knee Press

← CHARGE, → +

EX version

Head Press

← CHARGE, ↑ +

EX version

Somersault Skull Diver

EX version; after Head Press

Devil Reverse

← CHARGE, ↑ + ,

EX version

Bison Warp

Z or ← + , or ,

Teleport

Knee Press Nightmare

← CHARGE, →, ←, → +

Super Combo

Nightmare Booster

← CHARGE, →, ←, → + ,

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Hell Attack (Medium , Medium in the air)



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy

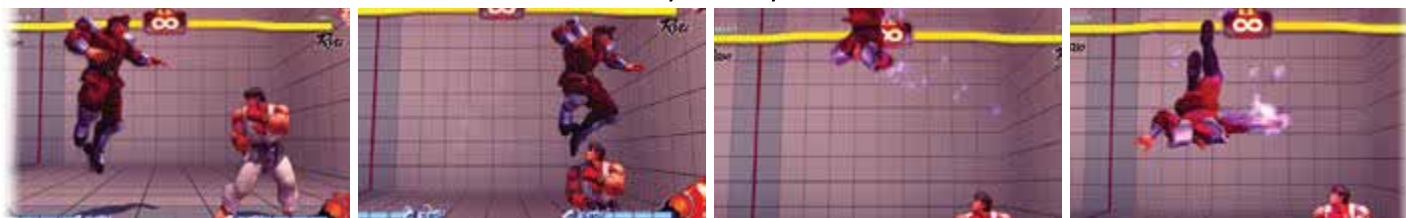


Focus Attack



Special Moves

Devil Reverse



The Devil Reverse is best used for faking out your opponent or to gain better positioning within the stage. Connecting with this attack can be fairly difficult, because it doesn't have a significant amount of range. If you're more than half a screen length away, it will miss more often than not. However, the animation of the Devil Reverse looks very similar to Bison's standard jumping animation, which can fake most opponents into attempting their anti-air attacks. At this point, you can either complete the Devil Reverse with the second punch to punish their attack, or you can dismiss the second punch and use one of Bison's ground options upon landing. The EX version hits two times instead of once and is invincible during the first few frames of animation.

Bison Warp



M. Bison's Bison Warp, or teleport, executes quickly but is limited to defensive use. The **DP** notation with all three Punch buttons teleports Bison directly behind the opponent. All three Kick buttons teleport him directly in front of the opponent. The **RDP** notation with all three Punch buttons teleports him backward roughly half a screen away, and all three Kick buttons teleport

him all the way across the screen. If Bison is a full screen away from the opponent before teleporting, the RDP versions move him forward, halfway across the screen or keep him in the same place, respectively. Use the Bison Warp to get out of corner traps or to reposition yourself for zoning strategies and whiff punishment.

Head Press



Head Press

Somersault Skull Diver

Bison's Head Press works extremely well against players who wait for an opportunity to use anti-air attacks. It beats out almost any anti-air attack under most circumstances. However, be careful when you use it, because Bison is vulnerable to a counterattack if he lands too close to the opponent. In addition, if you use it too much and your opponent predicts that the attack is coming, they can knock you out of the air. You can control Bison's movement by pressing **F** or **B** during the Head Press. The Somersault Skull Diver that can follow the Head Press is not recommended since it's relatively easy to knock Bison out of it with a well-timed attack, and it's prone to missing the opponent even under ideal conditions. The EX version of the Head Press is invincible during the first few frames of animation, it executes faster, and it increases the damage inflicted.

Psycho Crusher



While casual players may have used Bison's Psycho Crusher relentlessly in previous *Street Fighter* games, the former boss character's trademark attack isn't nearly as useful in *Street Fighter IV*. It's best used in combos as the latter half of a 2-in-1 and to attack opponents as they jump backward. A well-timed Psycho Crusher is nearly impossible to defend against while jumping backward. It is also possible to use the Psycho Crusher to cross up an opponent as they're getting off the ground. To do so, time the attack so that Bison's body connects with the opponent from below Bison's waist. If your timing is off, the Psycho Crusher will hit too soon and the opponent will easily counterattack after blocking the attack, because it is not safe when blocked. The strength of the Punch button used determines the strength and range of the Psycho Crusher, with LP traveling the shortest distance and inflicting the least amount of damage. The EX version absorbs one hit, similar to a Focus Attack, and it recovers faster than the normal Psycho Crusher.

Double Knee Press



Another one of Bison's trademark attacks, the Double Knee Press covers a good amount of distance and can punish many blocked low attacks. The LK Double Knee Press is generally the best option, because it's safe when blocked and can be used as a 2-in-1 off of many basic attacks and as a lead-in for a 2-in-1 into Bison's Super Combo. It's a very good punishment tool after blocking an unsafe attack, because it executes quickly and leads into other options, and it goes over most low attacks, making it very good against



opponents who like to start combos from a crouching position. The strength of the Kick button pressed determines the strength and range of the attack, with LK performing a short-range Double Knee Press that inflicts minimal damage. The EX version can go through most projectile attacks and executes faster than the normal version.

Super Combo

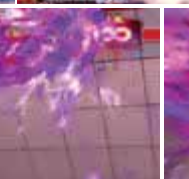
Knee Press Nightmare



M. Bison's Super Combo suffers from the same problem as many other characters—his EX special moves are much more useful. The effectiveness of Bison's EX Double Knee Press, Head Press, and Devil Reverse make it difficult to save your Super Combo Gauge to use the Knee Press Nightmare. However, the few times you do use the Super Combo, it is best to link it at the latter end of a 2-in-1 to end a combo. Do not use the Knee Press Nightmare near a corner unless you can guarantee it will connect; if it is blocked, Bison is vulnerable to a counterattack.

Ultra Combo

Knee Press Nightmare



The Nightmare Booster Ultra Combo is relatively useful but won't be used much in comparison to some other characters' Ultra Combos. It's best used following Bison's Hell Attack, but it also goes through projectile attacks during the first few frames of animation. It can be used to punish missed attacks, but under most circumstances, an LK Double Knee Press is better suited for the job.

Deadly Throw
Left or N + Light + Light
Death Tower
Left + Light + Light
Hell Attack
Medium, Medium
Psycho Crusher
CHARGE, Left, Up
Double Knee Press
CHARGE, Left, Up
Head Press
CHARGE, Up, Up
Somersault Skull Diver
Up
Devil Reverse
CHARGE, Up, Up
Bison Warp
Left or Right + Up or Up
Knee Press Nightmare
CHARGE, Left, Right, Up, Up
Nightmare Booster
CHARGE, Left, Right, Up, Up, Up

Combos



Crouching LP



Crouching MK



LK Double Knee Press

- Crouching LP, Crouching LP, Crouching MK, LK Double Knee Press
- Crouching LP, MP, Crouching MK, Double Knee Press
- Focus Attack (stun), Crouching MP, Crouching MK, LK Double Knee Press
- Jumping HK, LK, HK
- Jumping HK, HP, Psycho Crusher
- Jumping MK, Crouching LP, Crouching LP, Crouching MK, Double Knee Press, Knee Press Nightmare
- Hell Attack, Nightmare Booster

Basic Strategies

- D+HK has good range and can go under some high attacks.
- MK is M. Bison's best poking attack and is arguably one of the best poking attacks in the game.
- Use a Jumping MK to cross up an opponent and as an alternative to the Head Press to beat out many anti-air attacks.
- Bison's Jumping MP and Jumping HP work well as anti-air attacks while airborne. If Jumping MP connects, you can add a second aerial MP, followed by an Ultra Combo when you land.
- Bison can use HP, HK, or Crouching HP as anti-air attacks.

In-Depth Strategies

M. Bison is a character who relies heavily on hit-and-run tactics and EX special moves. It's very difficult for Bison to do damage from a distance, but he has very good tools for working his way inside, where he can inflict a decent amount of damage. To be successful with Bison, you must be as patient as possible and wait for your opponent to give you an opening. If you try anything too risky, Bison will pay as your opponent begins their counterattack.

From a distance, Bison can use several attacks to get in close against almost any character. The Head Press and Devil Reverse both work well to go over projectiles and even most aerial attacks and to get close to your opponent. Both have follow-up attacks, and you can adjust the trajectory of the attacks when necessary. If you're approximately half a screen away, you can use either special move as an offensive attack or to maneuver into better position. The EX version of both attacks offers invincibility for the first few frames of animation, making them ideal when getting off the ground as your opponent attempts to apply wake-up pressure.

In addition to the Head Press and Devil Reverse, Bison's D+HK slide covers nearly an entire screen length, hits low, and is safe from maximum range. It can be used to go under a jumping opponent or as soon as you land after a Head Press or Devil Reverse. A successful hit knocks down the opponent, setting up Bison's wake-up game. At this point, use a mixture of Focus Attacks, Head Press, Devil Reverse, and cross-up Psycho Crusher, or bait an opponent into attempting a reversal with a Bison Warp.

If an unknowing opponent jumps at you, any of Bison's anti-air attacks will do the trick, but you should always look for an opportunity to use Jumping MP. This is the first part of Bison's Hell Attack (Jumping MP, MP), and if you connect with the entire attack, you can land and immediately follow it with Bison's Ultra Combo. If your Revenge Gauge isn't high enough to use an Ultra Combo, you can also connect with an EX Psycho Crusher or an LK Psycho Crusher if you don't have enough Super Combo Gauge. It's good to absorb projectile attacks with a Focus Attack to help build Bison's Revenge Gauge, because once he has the ability to use an Ultra Combo, the opponent will be in a terrible position if they make an untimely jump.

When your opponent attempts to close in on you, transition to your close-range strategies, or use the Bison Warp to get back to a comfortable range and continue your long-range strategies. At close range, MK is Bison's best poking tool. It has good range, so you can use it from close range or from a slight distance, and you can follow it with a second MK or an HK if you anticipate your opponent will jump. MP also works well at close range and should generally be followed with MK if blocked or with a combo if it connects.

Bison's LK Double Knee Press is also one of his best attacks. It goes over low attacks and is completely safe when blocked. The EX version of the Double Knee Press goes through projectiles, giving Bison another weapon from close or midrange. It can also be followed by a 2-in-1 into Bison's Super Combo if your opponent is near a KO. Many opponents like to get in close and start off their offense with low attacks, so use the LK Double Knee Press frequently to prevent this.

Deadly Throw
→ or N + Light + Light
Death Tower
← + Light + Light
Hell Attack
Medium, Medium
Psycho Crusher
← CHARGE, → +
Double Knee Press
← CHARGE, → +
Head Press
↑ CHARGE, ↓ +
Somersault Skull Diver
↓
Devil Reverse
↑ CHARGE, ↓ +
Bison Warp
↺ or ↻ + or or
Knee Press Nightmare
← CHARGE, →, →, → +
Nightmare Booster
← CHARGE, →, →, → +

Rufus

Vital Stats

Date of Birth
July 30

Nationality
American

Height
6'5"

Weight
408 lb.

Measurements
70/98/85

Blood Type
O

Martial Arts Style: Weird Karate

Likes: Motorcycles, his girlfriend

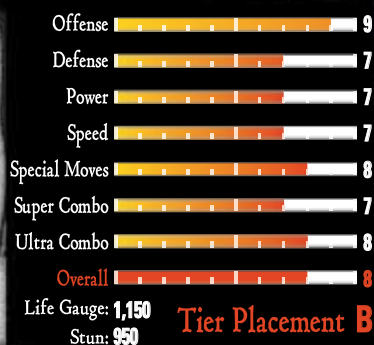
Dislikes: People who stand out

Hobbies/Skills: Karaoke

Bio

This portly fighter uses his own unique brand of kung fu. He has declared himself to be America's greatest fighter, and he has a deep, though decidedly one-sided, rivalry with Ken Masters. He fights to prove that he is indeed better than Ken, but he frequently mistakes other fighters for his supposed rival.

Character Evaluation



Tier Placement **B**

Tier Placement **B**



Move List

Head Bazooka

→ or N + Light + Light

Throw; must be close to opponent

Hand Machinegun

← + Light + Light

Throw; must be close to opponent

Vulture Kick

→ + Medium

Overhead

Glory Kick

↘ + Medium

—

Fragrance Palm

→ + Heavy

—

Falcon Kick

↘ + Medium

In the air

Messiah Kick

↻ +

EX version

Messiah Kick Followup

Light , Medium , or Heavy

After Messiah Kick; LK has Armor Break ability.

Galactic Tornado

↻ +

Armor Break; EX version

Snake Strike

↺ +

EX version

Spectacle Romance

↻, ↻ +

Super Combo; second and third hit have Armor Break ability.

Space Opera Symphony

↻, ↻ +

Ultra Combo; ninth hit has Armor Break ability.

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Vulture Kick → + Med.



Glory Kick ↘ + Med.



Fragrance Palm → + Heavy



Falcon Kick ↘ + Med. (in the air)



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Focus Attack



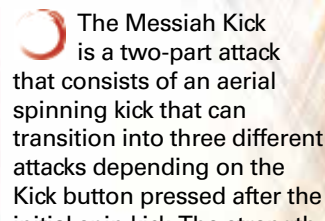
Special Moves

Galactic Tornado



Upon execution, this five-hit attack spins Rufus like a top. Once you input the command, you can maneuver Rufus by pressing **F** or **B**. The attack has pseudo-Hyper Armor abilities in that it can absorb projectile attacks using one or more of its five hits. It also sucks in opponents from a moderate distance, giving Rufus the ability to punish attacks that would generally be outside his reach. The attack also has Armor Breaking attributes, negating an opponent's Hyper Armor and making it one of Rufus's best offensive tactics. The EX version can suck in opponents from farther away and inflicts more damage.

Messiah Kick



The Messiah Kick is a two-part attack that consists of an aerial spinning kick that can transition into three different attacks depending on the Kick button pressed after the initial spin kick. The strength of the initial kick determines the distance and trajectory of the aerial spinning kick. The only attack that is guaranteed to hit if the initial attack connects is LK, which executes a flip kick. This option is not safe when blocked, but it can be EX Focus Canceled. The other two options are relatively independent of the spin kick, since they are not guaranteed to hit if the initial spin kick connects. MK hits low, while HK acts like an overhead attack and evades most low attacks. A fourth option is to use the initial spin kick, then follow it with a different attack of your choice, such as a throw or another special move. The EX version of the Messiah Kick moves farther across the screen and goes through projectile attacks.

Snake Strike



Rufus has many very good attacks, but the Snake Strike is not one of them. It's best used to end combos, and if your Super Gauge is low, it's possible to use this attack to evade projectiles. Use the MP version in order to remain at a distance while still jumping high enough to avoid most projectile attacks. If you attempt to use the HP version, your opponent may close in and attack while you're coming down from the jump, and the LP version doesn't jump high enough to evade most projectiles. The EX version of this attack works well for anti-air purposes, but a normal HK is generally preferred to save your Super Gauge for other purposes.

Super Combo

Spectacle Romance



Following the trend of many *Street Fighter IV* characters, it's better to save Rufus's Super Combo Gauge for his EX special moves rather than use it on his Super Combo. The only time his Super Combo is beneficial is either to end a match or to use in a corner trap combo for big damage. The Spectacle Romance can be used to follow any Galactic Tornado when an opponent is trapped in the corner. If you end a combo with the Galactic Tornado while your opponent is in the corner, you can add Rufus's Super Combo to the end of it. In this situation it is generally worth using the entire Super Combo Gauge, especially if the Super Combo will inflict enough damage to KO your opponent.

Ultra Combo

Space Opera Symphony



Rufus can be deadly once his Revenge Gauge is high enough to allow use of his Ultra Combo. Almost all of his punishment tools have the ability to transition into the Space Opera Symphony. Just like his Super Combo, if you land a Galactic Tornado in the corner, you can follow it with his Ultra Combo. You can also use it after knocking an opponent out of the air or launching them into the air, specifically after his Jumping HK or LK, HK launching link combo. Virtually any mistake your opponent makes should be punished with a combo into Rufus's Ultra Combo for maximum damage.



Combos



Crouching MK



EX Messiah Kick



LK

- LK, HK, Snake Strike
- HP, Galactic Tornado
- Crouching MK, EX Messiah Kick, LK
- Crouching LK, Crouching LP, Crouching LP, EX Galactic Tornado
- Falcon Kick, Crouching LK, LP Galactic Tornado
- Falcon Kick, MP, HP Galactic Tornado, Spectacle Romance
- LK, HK, Space Opera Symphony

Basic Strategies

- Rufus's overhead attack evades virtually all low attacks.
- Use MP from a slight distance and use Crouching MK from close range as poking attacks.
- Rufus's best antiair attacks are an HP executed from close range or the alternate HP attack executed from a slight distance.
- A normal HK can also be used as antiair and allows a follow-up of a Snake Strike or Galactic Tornado.
- Use Rufus's Jumping HK as an antiair attack while airborne.

In-Depth Strategies



TIP Master Gouken Says: One of Rufus's best attacks is the Falcon Kick. However, when used from the apex of a jump, it is telegraphed and easily punished with an antiair attack. To prevent this, execute the Falcon Kick as soon as you jump. This is referred to as a "triangle jump" and gives the Falcon Kick a much faster executing speed, with the opponent having far less time to react to it.

Head Bazooka

→ or N + Light + Light

Hand Machinegun

← + Light + Light

Vulture Kick

→ + Medium

Glory Kick

→ + Medium

Fragrance Palm

→ + Heavy

Falcon Kick

→ + Medium

Messiah Kick

→ +

Messiah Kick Followup

Light , Medium , or Heavy

Galactic Tornado

→ +

Snake Strike

→ +

Spectacle Romance

→, → +

Space Opera Symphony

→, → +

Rufus is an aggressive character who excels in applying heavy offensive pressure on his opponents. His offense revolves around frequent use of his Falcon Kick, as well as his EX special moves. When his Revenge Gauge is high enough to make his Ultra Combo available, Rufus can punish almost any mistake with a combo followed by his Space Opera Symphony Ultra Combo.

There isn't much Rufus can do from a distance, so get in close as quickly as you can. If you are stuck at a distance, you can use Crouching HP, which has an extremely long reach, and Rufus's Glory Kick, Falcon Kick, and EX Messiah Kick work well for closing in on an opponent. Unfortunately, Rufus doesn't have a very good selection of antiair attacks, so you can't rely on zoning to force your opponent to close in on you.

Once at close range, use a triangle jump Falcon Kick (execute the Falcon Kick early in the jump and as low to the ground as possible) to begin your offense. If the Falcon Kick connects, follow with a combo of your choice, but Rufus's true offensive pressure comes after a blocked Falcon Kick. The Falcon Kick is safe when blocked and can be followed by a throw, an HP, a Crouching LK, Rufus's Vulture Kick overhead, or a wide variety of other attacks. You can also confuse your opponent with Rufus's Vulture Kick in place of the Falcon Kick to begin your offense.

If your opponent begins to look for and anticipate the Falcon Kick, vary the height and trajectory of the attack. You can use the Falcon Kick at any point while Rufus is airborne; control the trajectory by pressing F or B. You can also fake a Falcon Kick by jumping straight up, or deliberately miss a Falcon Kick, landing just in front of your opponent to bait them into using an antiair attack and missing. You can also attempt to anticipate your opponent jumping toward you and knock them out of the air with Rufus's Jumping HK. It can be followed by his Ultra Combo or the Snake Strike if your Revenge Gauge is too low.

The Fragrance Palm works well against low attacks and knocks opponents across the screen, setting them up for potential corner traps. If you can trap an opponent in the corner, use the Falcon Kick followed by HP, an HP Galactic Tornado, and Rufus's Ultra Combo for very good damage. If the Ultra Combo is not available, replace it with an LP Galactic Tornado.



Ryu

Vital Stats

Date of Birth
July 21

Nationality
Japanese

Height
5'9"

Weight
150 lb.

Measurements
44/32/33

Blood Type
O

Martial Arts Style: Shotokan

Likes: Martial arts, Japanese bean jam

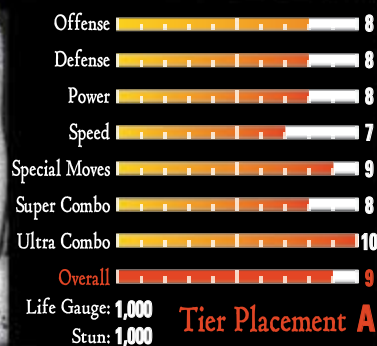
Dislikes: Spiders

Hobbies/Skills: Able to sleep anywhere, hitchhiking

Bio

Continuously polishing the moves he learned from his master Gouken, this solitary street fighter trains tirelessly for his own betterment. His power and nomadic way of life are a big draw to admiring challengers. He seeks the path of the "true warrior," but his pursuit of this lofty goal has set him squarely in the sights of evil organizations who would seek the same for their own ends.

Character Evaluation



Move List

Shoulder Throw

→ or N + Light + Light

Throw; must be close to opponent

Somersault Throw

← + Light + Light

Throw; must be close to opponent

Collarbone Breaker

→ + Medium

Overhead

Solar Plexus Strike

→ + High

—

Hadoken

↻ +

EX version; projectile

Shoryuken

↻ +

EX version

Tatsumaki Senpukyaku

↻ +

Armor Break; EX version

Aerial Tatsumaki Senpukyaku

↻ +

In the air; EX version

Shinku Hadoken

↻, ↻ +

Super Combo; projectile

Metsu Hadoken

↻, ↻ +

Ultra Combo; projectile

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Collarbone Breaker → + Medium



Solar Plexus Strike → + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light **Jumping Medium** **Jumping Heavy** **Focus Attack**

Special Moves

Tatsumaki Sempukyaku



 Ryu's Tatsumaki Sempukyaku, or Hurricane Kick, must be used somewhat differently than Akuma's or Ken's variations. Every version of Ryu's Hurricane Kick knocks opponents down

with a single hit, which makes it useful for setting up Ryu's wake-up game or resetting a situation and getting back to a desirable zoning distance. The HK Tatsumaki Sempukyaku goes through most projectile attacks, which when combined with Ryu's Hadoken creates a very difficult battle for a projectile-heavy opponent. The aerial Tatsumaki Sempukyaku can be used as an anti-air attack with proper timing or can be used to evade an opponent's anti-air attack, because Ryu's aerial trajectory shifts when the attack is executed. The EX version inflicts more damage and draws in opponents who are relatively close to Ryu.

Shoulder Throw

 or  + Light  + Light 

Somersault Throw

 or  + Light  + Light 

Collarbone Breaker

 + Medium 

Solar Plexus Strike

 + High 

Hadoken

 + 

Shoryuken

 + 

Tatsumaki Sempukyaku

 + 

Aerial Tatsumaki Sempukyaku

 + 

Shinku Hadoken

 ,  + 

Metsu Hadoken

 ,  +  

Shoryuken



 Another staple Ryu attack, the Shoryuken is one of his best anti-air attacks and works well to end combos or as a lead-in for a Super Combo or Ultra Combo. In many cases, the LP Shoryuken is a good option for anti-air, because you can use an Ultra Combo or EX Hadoken immediately after, but the timing is fairly strict. The HP Shoryuken inflicts more damage, is easier to use as an anti-air attack, and allows for follow-ups if the Shoryuken trades with another attack. The Shoryuken should also be combined with the Hadoken for the best zoning strategy. The EX version hits twice, inflicts more damage, and covers more distance than the normal versions.

Hadoken



 One of the most recognizable attacks in *Street Fighter* history, the Hadoken is best used for zoning purposes but can also work well to end combos. They execute faster than most other projectile attacks in the game and have minimal recovery time, making them useful for locking down opponents. The Hadoken's speed is determined by the strength of the Punch button pressed, with LP being the slowest. Alternate the speed of your Hadoken for the best results when zoning. The EX version consists of two hits, allowing it to go through most normal projectile attacks (taking away one hit).

Super Combo

Shinku Hadoken



Ryu's Super Combo is extremely useful, because it's a projectile attack that can be used to follow up anti-air attacks or can be added to the end of a combo or some attacks in the corner. However, there's a conflict between Ryu's Super Combo and his EX special moves. Some players prefer to use their Super Combo instead of focusing on EX special moves, while others prefer to use the Ultra Combo when they would normally use the Super Combo and save the Super Combo Gauge for EX special moves. Because the Revenge Gauge resets every round and the Super Combo Gauge does not, it's generally better to reserve your Super Combo Gauge for EX special moves, but they're not as crucial to Ryu's main strategies as they are to other characters, so it depends more on your play style than anything else.

Ultra Combo

Metsu Hadoken



The Metsu Hadoken is one of the best Ultra Combos in the game. As a projectile attack, it can be used in a wide variety of situations. It can be used after almost any combo or anti-air attack that knocks an opponent in the air. In the corner, even attacks that result in the opponent flying through the air at a low height can be hit with the Metsu Hadoken. A skilled Ryu player should not have the Metsu Hadoken available for long, because there are so many opportunities to use it. Even if the attack is blocked, it inflicts very good chip damage, which can quickly end a round if an opponent is low on health.



Combos



Jumping MK

HP

Shoryuken

Shinku Hadoken



Master Gouken Says: Any combos that end with a Shoryuken can be EX Focus Canceled into an Ultra Combo if it is available. In addition, almost all of Ryu's combos can end with a Shoryuken in place of a Hadoken or a Tatsumaki Senpukyaku.

- Crouching LP, Crouching MK, Hadoken
- Crouching LK, Crouching LP, Crouching MP, Tatsumaki Senpukyaku
- Crouching LP, Crouching LP, Crouching LP, Crouching MP, HK Tatsumaki Senpukyaku
- Collarbone Breaker, Crouching LP, Shoryuken

- Solar Plexus Strike, Crouching LP, Crouching HP, Shoryuken
- Jumping HK, Crouching LP, Crouching MK, Hadoken, EX Focus Cancel, HP, Shoryuken
- Jumping MK, HP, Shoryuken, Shinku Hadoken
- HP Shoryuken, EX Focus Cancel (cancel with forward dash), Metsu Hadoken

Basic Strategies

- Ryu's HK Tatsumaki Senpukyaku evades most projectile attacks.
- If you HP Shoryuken an aerial opponent and trade hits, you can generally use an Ultra Combo, Super Combo, or EX Hadoken as they are falling.
- Use Jumping HK as an antiair attack when Ryu is airborne and as a cross-up attack.
- An HP Shoryuken works well as an antiair attack.

In-Depth Strategies

Ryu can be played in two very distinct ways. His Hadoken has virtually no recovery time, making it one of his best offensive and defensive options. Add this to his nearly perfect Shoryuken and his ability to keep pressure on opponents, and Ryu becomes one of the best characters in *Street Fighter IV*.

If you played Ryu in *Super Street Fighter II Turbo*, you should already be familiar with his zoning abilities. This carries over well to the new game, but it can't be used with quite the same effectiveness. Use Ryu's Hadoken at varying speeds to keep your opponent grounded. If they attempt to jump over your projectile, the Shoryuken (preferably the HP version) is Ryu's best antiair attack. If they use a projectile of their own, Ryu can occasionally get a second Hadoken out, or an EX Hadoken or an HK Tatsumaki Senpukyaku will go through most projectile attacks and still hit the opponent.

In previous games, Ryu could rely solely on his zoning ability to win matches, because an opponent was forced to guess their way out of the situation. In *Street Fighter IV*, the opponent is no longer forced to guess. A simple Focus Attack absorbs all three normal versions of the Hadoken, and many EX special moves have the ability to absorb one hit or go through projectiles altogether. Despite this minor setback, at the proper distance and especially during a corner trap, Ryu's zoning strategy is more than enough to give your opponent significant problems.

For antiair purposes, Ryu's HP Shoryuken is preferred because it can be EX Focus Canceled into an Ultra Combo. If it trades with an attack from an aerial opponent, an Ultra Combo connects without an EX Focus Cancel, and if an Ultra Combo is not available, an EX Hadoken or Super Combo also works. The LP Shoryuken is also a useful antiair attack, but only if you can hit the opponent when they're still relatively high in the air. Not only does this generally avoid the attack trading hits, but it also allows Ryu to use an Ultra Combo, a Super Combo, or an EX Hadoken after the attack without the need to EX Focus Cancel. You can also use an LP Shoryuken to punish missed poking attacks and even beat them out if you can anticipate an opponent is about to attack with one.

In addition to being useful in Ryu's zoning strategies, the Tatsumaki Senpukyaku works well to set up opponents for wake-up strategies. Every version of the Tatsumaki Senpukyaku knocks down with a single hit. This usually gives Ryu time to set up a Focus Attack, an EX Tatsumaki Senpukyaku, or a cross-up attempt while the opponent is on the ground. You can also use this time to move back to your preferred zoning distance and initiate Ryu's zoning strategy.

When you begin to close in on an opponent, Ryu's MP and Crouching MK are good pokes, with his Crouching MK leading into a wide variety of combos or into a simple 2-in-1 into any of Ryu's special moves. The Collarbone Breaker overhead attack and the Solar Plexus Strike lead into combos and are good tools to use at close range; both lead into combos.

If you can force your opponent into a corner, an EX Hadoken or EX Tatsumaki Senpukyaku can be followed by Ryu's Ultra Combo. The EX Hadoken can always be followed by an Ultra Combo, but the EX Tatsumaki Senpukyaku must knock an opponent spinning farther into the corner for an Ultra Combo follow-up to be possible. You can also use Ryu's trademark zoning strategy on a cornered opponent, and for added pressure you can close your distance while being cautious of a projectile-absorbing counterattack.

Shoulder Throw
↺ or N + Light ↻ + Light ↻
Somersault Throw
↺ or N + Light ↻ + Light ↻
Collarbone Breaker
↺ + Medium ↻
Solar Plexus Strike
↺ + High ↻
Hadoken
↻ + ↻
Shoryuken
↻ + ↻
Tatsumaki Senpukyaku
↻ + ↻
Aerial Tatsumaki Senpukyaku
↻ + ↻
Shinku Hadoken
↻, ↻ + ↻
Metsu Hadoken
↻, ↻ + ↻, ↻, ↻

Sagat

Vital Stats

Date of Birth
July 2

Nationality
Thai

Height
7'4"

Weight
172 lb.

Measurements
51/34/37

Blood Type
B

Martial Arts Style: Muay Thai

Likes: Strong opponents

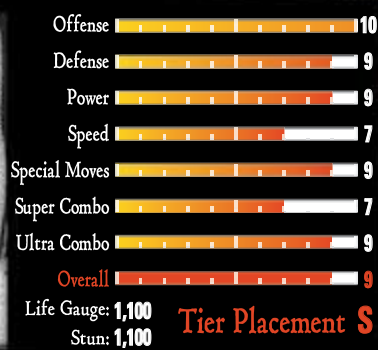
Dislikes: Shoryukens, helpless people

Hobbies/Skills: Diving (20 minutes or more underwater)

Bio

Also known as "the Invincible Tiger," Sagat is exalted as the King of Muay Thai. His legendary kicks are said to be the most powerful in the world. A fateful defeat at the hands of Ryu left a broad scar on his chest and drove him to even more intense training.

Character Evaluation



Move List

Tiger Rage

→ or N + Light + Light

Throw; must be close to opponent

Tiger Carry

← + Light + Light

Throw; must be close to opponent

Heavy Tiger Elbow

→ + Heavy

Overhead

Low Step Kick

→ + Light

—

High Step Kick

→ + Heavy

—

High Tiger Shot

↻ +

EX version; projectile

Low Tiger Shot

↻ +

EX version; projectile

Tiger Uppercut

↺ +

EX version

Tiger Knee Crush

↺ +

Armor Break; EX version

Tiger Genocide

↻, ↻ +

Super Combo

Tiger Destruction

↻, ↻ +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Heavy Tiger Elbow → + Heavy



Low Step Kick

→ + Light



High Step Kick

→ + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light ✎



Jumping Medium ✎



Jumping Heavy ✎



Focus Attack



Special Moves

Tiger Knee Crush



The Tiger Knee Crush is a two-hit attack that has many strategic purposes in *Street Fighter IV*. It can be used to quickly cover ground, especially after a Kara Canceled Low Step Kick. At close range, it's not safe when blocked,

but if you're far enough away so that only the second hit of the attack connects, it's safe when blocked. It has very good priority and beats out a wide variety of attacks, especially when used at a slight distance. It also has Armor Breaking attributes, making it a good tool to use against opponents who frequently use Focus Attacks or other attacks with Hyper Armor ability. The EX version is three hits instead of two.



TIP Master Gouken Says: Sagat's Tiger Knee Crush covers a great deal of range, but its range is increased when used in conjunction with a Kara Cancel. To execute a Kara Canceled Tiger Knee Crush, use Sagat's Low Step Kick and follow it with the Tiger Knee Crush before the kick executes. The full command is F+MK, DP+Kick and results in Sagat executing the dash at the beginning of the Low Step Kick, canceled into the Tiger Knee Crush. The timing is relatively strict, but once mastered, this is one of Sagat's best tactics.

Tiger Shot



High Tiger Shot (Punch)



Low Tiger Shot (Kick)

Sagat has two variations of the Tiger Shot—one that hits low and must be blocked low, and one that hits high and can be ducked. The strength of the Punch or Kick button used determines the speed of the Tiger Shot, with LP and LK being the slowest versions. Alternate between the High and Low Tiger Shot at varying speeds to zone an opponent. The High Tiger Shot works best in a projectile battle, because you

don't have to worry as much about an opponent ducking under the attack. The EX version of both attacks results in a two-hit Tiger Shot that knocks down opponents.

Tiger Uppercut



Sagat's Tiger Uppercut works very much like Ryu's Shoryuken. The strength of the Punch button used determines the height and damage of the attack. All three

versions work well for anti-air purposes and for punishing an opponent who misses an attack at close range. Sagat is invincible to attack during the first few frames of animation, and if you trade hits with an aerial opponent, you can use the Tiger Knee Crush or Ultra Combo to catch the opponent in the air. It is also possible to EX Focus Cancel an HPTiger Uppercut and have the same follow-up options. The EX version increases the damage and beats out almost any attack in the game with proper timing.

Tiger Rage
↩ or N + Light ☞ + Light ☞
Tiger Carry
↩ + Light ☞ + Light ☞
Heavy Tiger Elbow
↩ + Heavy ☞
Low Step Kick
↩ + Light ☞
High Step Kick
↩ + Heavy ☞
High Tiger Shot
↩ + ☞
Low Tiger Shot
↩ + ☞
Tiger Uppercut
↩ + ☞
Tiger Knee Crush
↩ + ☞
Tiger Genocide
↩, ↩ + ☞
Tiger Destruction
↩, ↩ + ☞☞☞

Super Combo

Tiger Genocide

↩, ↩ + ☞



○ In almost any situation you would want to use Sagat's Super Combo, his Ultra Combo is a better choice. If your Revenge Gauge is low or the match is near the end, use Tiger Genocide to punish missed attacks or at the end of a combo when it's guaranteed to connect. In any other situation, save your Super Combo Gauge for EX Tiger Shots, EX Tiger Uppercuts, and EX Focus Cancels because they serve Sagat much better than his Super Combo does.

Ultra Combo

Tiger Destruction

↩, ↩ + ☞☞☞



○ Unlike his Super Combo, Sagat's Ultra Combo has a wide variety of uses. First and foremost, it can be used after an HP Tiger Uppercut when it trade hits with an aerial opponent, or it can be used after an EX Focus Cancel. In fact, almost any time an opponent has been knocked into the air, you can generally connect with Tiger Destruction if your timing is exact and you're at the proper distance. The only time this becomes an issue is when an opponent is near the corner, because it's very difficult to determine the proper distance needed to connect the entire Ultra Combo. In this instance, the last portion of the Ultra Combo generally misses, greatly limiting the damage inflicted on the opponent.

Combos

- Crouching LK, Crouching LP, Tiger Uppercut
- Jumping HK, Crouching MP, HP Tiger Uppercut
- Focus Attack (stun), MK, Tiger Uppercut
- Crouching LK, Crouching MK, Tiger Genocide
- HP Tiger Uppercut, EX Focus Cancel, High Step Kick, Tiger Destruction
- Crouching LK, Crouching LP, HP Tiger Uppercut, EX Focus Cancel, High Step Kick, Tiger Destruction
- Crouching MK, Low Tiger Shot, EX Focus Cancel, Crouching MP, EX Tiger Uppercut, Tiger Destruction

Basic Strategies

- Sagat's Low Step Kick works well to Kara Cancel into the Tiger Knee Crush, extending the range of the attack.
- LK, Crouching LK, Crouching MK, and Crouching LP are all good pokes that can lead into damaging combos.
- Use Sagat's Jumping LK as a cross-up attack.
- Jumping HK is good to start combos and for anti-air while Sagat is airborne.
- Use Sagat's HK and Tiger Uppercut as your primary anti-air attacks. The High Step Kick is also a good anti-air attack.

In-Depth Strategies

If you want to win with relative ease against players of equal skill, Sagat is your character of choice. He is easily one of the best characters in the game; in fact, many players consider him to be hands down the very best. He can zone opponents from a distance, lock them down with his Tiger Knee Crush from midrange, or use his strong combos to keep them at bay from close range.

When zoning an opponent, alternate between various speeds of the Low Tiger Shot and one of Sagat's many anti-air attacks. The High Tiger Shot can also be used sparingly if you're close enough, but the Low Tiger Shot should be your primary zoning projectile attack. If the opponent jumps toward you, knock them out of the air with an HK or a Tiger Uppercut. If you trade hits during the Tiger Uppercut, you can usually hit the opponent with an Ultra Combo or Tiger Knee Crush as soon as you land. In a projectile battle against any of the more prominent projectile characters (Ryu, Ken, Akuma, etc.), Sagat has the advantage because the High Tiger Shot is faster than their projectile attacks.

At midrange, the Tiger Knee Crush is Sagat's best attack. From a slight distance, only the second hit of the two-hit attack connects, making it extremely safe from a counterattack. It also has Armor Breaking attributes, meaning an opponent cannot attempt to end your offensive barrage without the risk of taking a hit from the Tiger Knee Crush. If you're a full screen length away or wish to quickly close in on your opponent, Kara Cancel the Low Step Kick into the Tiger Knee Crush for an attack that covers nearly an entire screen length. The timing is a little difficult, but it's well worth the practice to perfect this technique.

Sagat's LK and Crouching MK also have good range, and both lead into combos. His Crouching MK is arguably his best poking attack and can lead into a Low Tiger Shot, a Tiger Uppercut, or a Tiger Genocide. His LK doesn't work quite as well as Crouching MK, but it's a good alternative and leads into a Low Tiger Shot or a Tiger Knee Crush.

From close range, Crouching LK is one of Sagat's best combo starters and leads into some very damaging combos. Crouching LP is also a good poke that can be followed by a Tiger Uppercut for a quick combo. Mix these up with Sagat's Heavy Tiger Elbow overhead attack, which has deceptively long range. Focus on these attacks and use the Tiger Knee Crush whenever an opponent reaches the appropriate range to connect with the attack's second hit or if you anticipate a Focus Attack or Hyper Armor attack is coming.

Any time your opponent takes to the air, knock them down with HK, a Tiger Uppercut, or the High Step Kick. Any of these options can lead to a Tiger Knee Crush or an Ultra Combo as long as the opponent isn't near the corner. It's also possible to EX Focus Cancel an HP Tiger Uppercut into an Ultra Combo for very good damage. An EX Tiger Uppercut can also be followed by an Ultra Combo and works well in almost any situation due to its anti-air abilities and very high priority over most other attacks.



Vega

Vital Stats

Date of Birth
January 27

Nationality
Spanish

Height
6'1"

Weight
159 lb.

Measurements
48/29/33

Blood Type
O

Martial Arts Style: Spanish Ninjutsu

Likes: Beautiful things, himself

Dislikes: Ugly things, losers' blood spatter

Hobbies/Skills: Narcissism, sticking to walls

Bio

This narcissist values and trusts in beauty above all else. He joined Bison's organization purely to improve his own aesthetic senses. His extreme speed and beautifully executed move set makes it difficult for opponents to keep their minds on the battle. He has not been heard from since Shadaloo's collapse.

Character Evaluation



Tier Placement D



Move List

Rainbow Suplex
 or N + Light  + Light 
Throw; must be close to opponent
Crescent Line
 + Light  + Light 
Throw; must be close to opponent
Stardust Drop
Light  + Light 
Throw; in the air; must be close to opponent
Piece of Mercury
 + Medium 
—
Cosmic Heel
 + Heavy 
—
Back Slash
  
—

Short Back Slash
  
—
Wall Jump

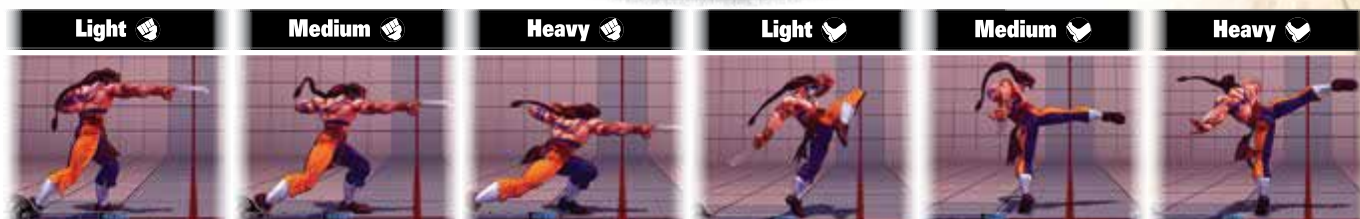
In the air; near wall
Rolling Crystal Flash
 CHARGE ,  + 
EX version
Scarlet Terror
 CHARGE ,  + 
Armor Break; EX version
Sky High Claw
 CHARGE ,  + 
EX version; EX has Armor Break ability
Flying Barcelona Attack
 CHARGE ,  or  +  
EX version

Izuna Drop
 or  + 
After Flying Barcelona Attack
Remove Claw
 + 
EX version
Remove Mask
 +  
EX version of Remove Claw; uses half of Super Combo Gauge
Flying Barcelona Special
 CHARGE ,    or  +  
Super Combo
Rolling Izuna Drop
 or  + 
Super Combo; After Flying Barcelona Special
Bloody High Claw
 CHARGE ,    or  +   
Armor Break; Ultra Combo



Master Gouken Says: Vega's Remove Mask EX special move increases the damage of his attack but lowers his defense for a limited time or until he executes his next attack. It's a risky move, because Vega will take more damage from each attack, but if you need the extra damage to finish off a round, it could be worth it. In addition, when Vega loses his claw or during the Remove Claw special move, the range of many of his attacks is shortened.

Basic Attacks

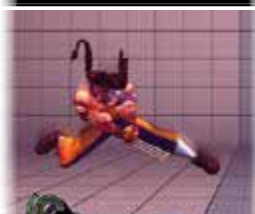


Piece of Mercury
 + Med. 

Cosmic Heel
 + Heavy 

Back Slash
  



Short Back Slash **Crouching Light** **Crouching Medium** **Crouching Heavy** **Crouching Light** **Crouching Medium** **Crouching Heavy** **Jumping Light** **Jumping Medium** **Jumping Heavy** **Jumping Light** **Jumping Medium** **Jumping Heavy** **Focus Attack**

Special Moves

Rolling Crystal Flash



Vega's Rolling Crystal Flash is best used to end combos or to fake out opponents. The strength of the Punch button directly relates to the distance, the number of hits, and the execution speed of the attack. The LP version executes faster than any other variation but offers the least amount of hits and the shortest travel distance. The HP version executes slowest but has the most number of hits and covers the most distance. The EX version has virtually the same attributes as the HP version and inflicts more chip damage when blocked.

Sky High Claw



The normal version of the Sky High Claw shouldn't be used very often against a skilled player. It's a risky attack because it's generally telegraphed, and if an opponent blocks it, they can punish Vega for the attempt. The strength of the Punch button

used determines the height of the attack, with the LP version soaring above most characters' heads and the HP version connecting with most characters around their chest or just above their waist. The EX version is much more useful, because it's invincible to projectile attacks, has Armor Breaking attributes, and consists of three hits. It can be used against projectile-heavy characters or against players who use a lot of Focus Attacks or attacks with Hyper Armor.

Scarlet Terror



The Scarlet Terror is essentially a backflip you can use as an anti-air attack or to escape an opponent's wake-up strategies when Vega is on the ground. The LK Scarlet Terror hits only once but has the highest Stun value of the three normal versions of the attack. The MK version executes with the same speed as the LK version but hits twice and inflicts more damage. The HK Scarlet Terror hits twice like the MK version and executes slightly faster than both the LK and MK versions. All three versions can potentially work as an anti-air attack, but the EX version has a much higher success rate in this regard. It also executes with the same speed as the HK Scarlet Terror, inflicts more damage, and has a higher Stun value than the LK Scarlet Terror. All versions of the Scarlet Terror are good tactics to avoid an opponent's wake-up game as you're getting up from the ground, but the EX version works best in this scenario.

Flying Barcelona Attack



Flying Barcelona Attack

The Flying Barcelona Attack and Izuna Drop are two of Vega's best attacks. Vega jumps off the closest wall and comes down over his opponent with a horizontal claw slash. When you're close



Izuna Drop

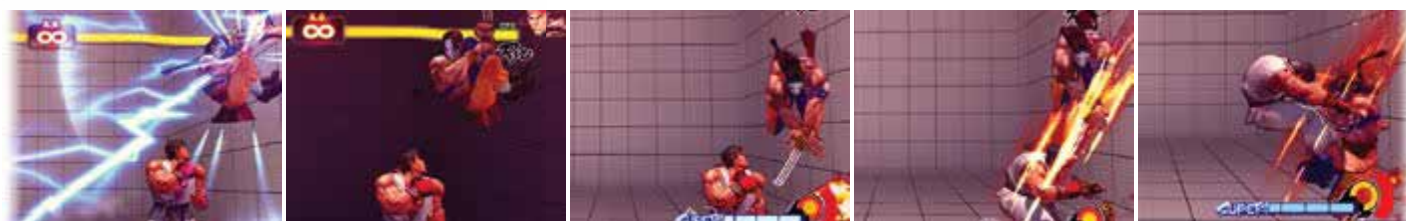
to the opponent, input **F** or **B+Punch** for the Izuna Drop to perform a throw instead. The **CD,U** notation of the Barcelona Attack generally makes Vega jump off the wall behind him, while the **CD,U,F** notation makes him jump over his opponent and off the wall in front of him. Use these two variations and learn the timing and angle of the Flying Barcelona Attack to cross up an opponent. The EX version hits once as Vega makes his way to the wall and hits two more times during the horizontal claw slash. The EX version also gives the Izuna Drop slightly longer reach.



Super Combo

Flying Barcelona Special

CHARGE, ↓, ↓, ↑ or ↗ + ○, □



Flying Barcelona Special



Rolling Izuna Drop

Vega doesn't rely on EX special moves as much as some other characters, but his Super Combo isn't quite as useful as the other characters' either. It's essentially a Super Combo version of the Flying Barcelona Attack, complete with the option to use the Izuna Drop, or in this case, the Rolling Izuna Drop Super Combo. The Flying Barcelona Special can be somewhat difficult to connect with, even with proper timing or after a 2-in-1 from a Rolling Crystal Flash. End the notation with **UF** to use the wall Vega is facing, making it easier to connect and more difficult for the opponent to evade or execute a reversal. If you use the Rolling Izuna Drop, there isn't a preference between the two notations, because it is difficult to connect with either way.

Ultra Combo

Bloody High Claw

CHARGE, ↓, ↓, ↗ or ↗ + ○, □, △



The Bloody High Claw isn't as effective as many other Ultra Combos. It can't be effectively used to combo opponents in the air like several other Ultra Combos, and while it does have Armor Breaking attributes, an opponent would rarely use a Focus Attack or Hyper Armor attack that the Bloody High Claw can effectively counter. Like many of Vega's other attacks, he jumps off the wall before executing the attack. However, the Bloody High Claw does execute relatively quickly, and it goes through projectile attacks. This makes it ideal against projectile-heavy characters such as Ryu, Ken, or Akuma, but if your opponent is too close to either wall, the attack will miss. If you're quick, you can punish a projectile attack with Vega's Ultra Combo, but this is not easy. If you're not fighting against a projectile-heavy character, it is very difficult to land the Bloody High Claw. Try to connect with a Focus Attack to stun your opponent and provide a proper opening to use the Ultra Combo, but make sure your opponent is not too close to the wall.

Combos

- Crouching MP, Crouching MK
- Crouching LP, Crouching LP, Crouching MP
- LK Scarlet Terror, EX Scarlet Terror
- Jumping HK, Crouching MK, HK Scarlet Terror
- Jumping HK, Crouching MK, LP Rolling Crystal Flash
- Jumping HP, HP, Crouching MP, EX Flying Barcelona Attack
- Jumping HP, LP, LP, MP, EX Flying Barcelona Attack
- Focus Attack (stun), Cosmic Heel, EX Flying Barcelona Attack

Basic Strategies

- Crouching MP and Crouching HK are two of Vega's best poking attacks.
- With proper timing, the Flying Barcelona Attack works well as a cross-up.
- Jumping HP is a good antiair attack when Vega is airborne and works as a cross-up if the opponent is standing.
- Use the Scarlet Terror as an antiair attack. The normal version works in some situations, but the EX version is preferred.
- Vega's Stardust Drop aerial throw works well as an antiair attack if you anticipate an opponent is about to jump.

In-Depth Strategies

Vega relies on zoning and attacking from a distance, but his zoning ability is performed differently, because he does not have a projectile attack. He is generally considered to be one of the worst characters in the game, but because of the balance between the characters, Vega can still win against most of the cast, with a few difficult matchups against the best characters. Use Vega's speed and range to slowly chip away at an opponent's life. For the bulk of your strategy, stay on the move, use his safe Rolling Crystal Flash, the natural mix-up of the Flying Barcelona Attack and Izuna Drop, the EX version of these two attacks, and the occasional EX Sky High Claw alongside Vega's poking attacks.

Hit-and-run tactics work well given Vega's long range and quick speed. He has a relatively low Stun value, which means you must avoid taking consecutive hits at all costs. Use Crouching MP from a distance as one of Vega's best poking attacks. It's safe when blocked, executes fairly quickly, and has a longer reach than most other poking attacks. Use it frequently from its maximum range to beat out your opponent's poking attacks. If you connect with it, cancel into Crouching MK or 2-in-1 into an LP Rolling Crystal Flash. The MP Rolling Crystal Flash works as well in this situation. From a full screen length away, Vega can use Crouching MP as an antiair attack as well.

Vega's Crouching HK sliding attack also has good range and is deceptively safe when used from maximum distance. Many inexperienced players attempt to attack Vega after blocking Crouching HK. Use this opportunity to absorb their attack with a Focus Attack. Be careful with this tactic, however, because once an opponent catches on to this technique, they'll be expecting the Focus Attack and punish properly. Vega's Focus Attack has a great deal of range and recovers quickly, so if you train your opponent not to counterattack after Crouching HK, a short back dash and a slightly delayed Focus Attack can potentially catch them off guard.

Vega's Cosmic Heel is another good attack. It doesn't have the natural long range of his other pokes, but the attack's animation moves Vega forward. This makes it useful as an attack that can quickly close in on an opponent. If it connects, an opponent is knocked into the air. Use MP, Crouching HP, or an EX Flying Barcelona Attack to combo an opponent after a Cosmic Heel. The Cosmic Heel also has good recovery, so you can completely miss the attack and generally connect with a throw immediately after. Mix up the Cosmic Heel with Vega's other pokes to keep your opponent guessing.

The Cosmic Heel also works well as part of Vega's wake-up game. When an opponent is on the ground, use the Cosmic Heel to move behind them as they rise, then continue your offense. The Flying Barcelona Attack and Izuna Drop are also good to use as part of Vega's wake-up strategy once you learn the timing of the Flying Barcelona Attack cross-up.

While Ken has arguably the best Kara Throw in the game, Vega can also use this tactic. The animation of Vega's HK moves him forward before the kick executes. Initiate the HK, then immediately use a throw to cancel the HK into the throw right after the initial forward motion. This extends the range of Vega's throw, making it very useful in his long-range poking strategy.

If an opponent attempts to jump at you when you're zoning with Vega's ranged poking attacks, use the Stardust Drop air throw to knock them out of the air. You must anticipate the jump, but the air throw has good range and beats out a lot of aerial attacks. It's generally more reliable than Vega's other antiair attack, the Scarlet Terror.

Rounding out Vega's offense is his ability to EX Focus Cancel the Rolling Crystal Flash on any hit. Vary your timing on the EX Focus Cancel to keep your opponent guessing. In addition, the Flying Barcelona Attack and Izuna Drop are a good mix-up. With proper timing, you can cross up an opponent with the Flying Barcelona Attack. Repeated usage of this will force your opponent to block the attack, giving you room to mix it up with the Izuna Drop throw. If you trade hits during the EX Flying Barcelona Attack, you can also combo an opponent with a wide variety of attacks.

Rainbow Suplex
↶ or N + Light + Light
Crescent Line
↶ + Light + Light
Stardust Drop
Light + Light
Piece of Mercury
↶ + Medium
Cosmic Heel
↶ + Heavy
Back Slash
↶ ↷ ↷
Short Back Slash
↶ ↷ ↷
Wall Jump
↶
Rolling Crystal Flash
↶ CHARGE ↶ + ↷
Scarlet Terror
↶ CHARGE ↶ + ↷
Sky High Claw
↶ CHARGE ↶ + ↷
Flying Barcelona Attack
↶ CHARGE ↶ or ↶ + ↷
Izuna Drop
↶ or ↶ + ↷
Remove Claw
↶ + ↷
Remove Mask
↶ + ↷
Flying Barcelona Special
↶ CHARGE ↶ ↶ ↶ or ↶ + ↷
Rolling Izuna Drop
↶ or ↶ + ↷
Bloody High Claw
↶ CHARGE ↶ ↶ ↶ or ↶ + ↷



Zangief

Vital Stats

Date of Birth
June 1

Nationality
Russian

Height
7'0"

Weight
253 lb.

Measurements
64/50/59

Blood Type
A

Martial Arts Style: Combination of Russian wrestling and American-style pro wrestling

Likes: Wrestling, Cossack dancing

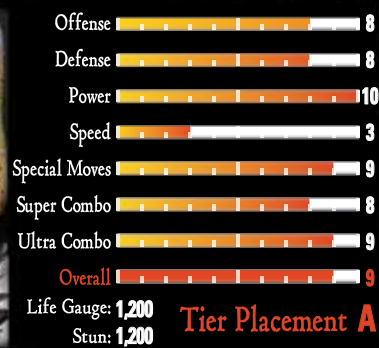
Dislikes: Hadokens and other projectile attacks, beautiful young women

Hobbies/Skills: Downing entire bottles of vodka in one gulp, withstanding cold temperatures

Bio

This Russian wrestler is popularly known as the "Red Cyclone." Inside his massive chest beats the heart of a true patriot. He throws himself into another worldwide fight in order to keep a promise he made to a group of doubtful children.

Character Evaluation



Move List

Bodyslam

→ or N + Light + Light

Throw; must be close to opponent

Brain Buster

← + Light + Light

Throw; must be close to opponent

Flying Body Attack

↓ + Heavy

In the air; during forward or backward jump

Double Knee Drop

↓ + Light

In the air; during forward or backward jump

Headbutt

↑ + Medium or + Heavy

In the air; during vertical jump

Long Kick

↘ + Heavy

Spinning Piledriver

360° +

EX version; throw

Banishing Flat

Z +

EX version

Double Lariat

Quick Double Lariat

Flying Power Bomb

360° +

EX version; throw

Atomic Suplex

360° +

EX version; throw; must be close to opponent

Final Atomic Buster

720° +

Super Combo; throw

Ultimate Atomic Buster

720° +

Ultra Combo; throw

Basic Attacks

Light



Medium



Heavy



Light



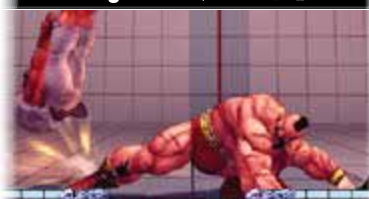
Medium



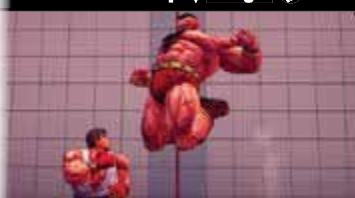
Heavy



Long Kick + Heavy



Double Knee Drop + Light in air



Flying Body Attack + Heavy in air



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light ♡**Jumping Medium** ♡**Jumping Heavy** ♡**Focus Attack**

Special Moves

Banishing Flat



Zangief's Banishing Flat (also known as the "Glove" or "Glow Fist") is a great attack that covers a considerable amount of distance, absorbs single-hit projectile attacks, and recovers very quickly. At

the start of a match, it works well against projectile characters, because they won't have enough Super Combo Gauge to use an EX projectile attack that's generally two hits. However, once they can use an EX projectile attack, the Banishing Flat doesn't work as well for this purpose. Use it to quickly close the distance between you and the opponent, usually putting Zangief close enough to connect with a Spinning Piledriver. The EX version hits twice, knocks down to set up Zangief's wake-up tactics, goes through projectile attacks, and has a few frames of invincibility at the beginning of the attack.

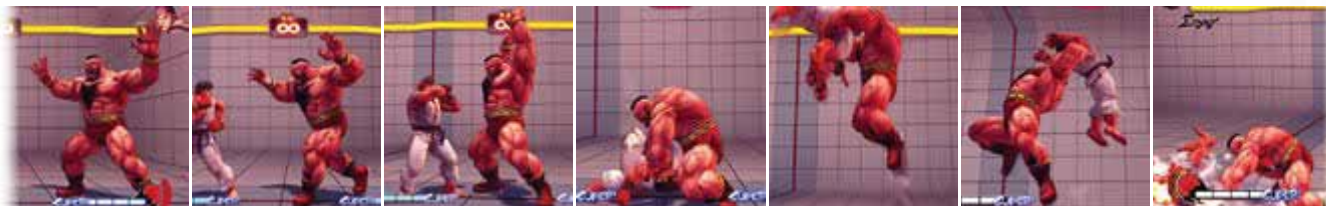
Double Lariat



The Double Lariat and Quick Double Lariat (a shorter version of the Double Lariat) go through most projectile attacks and can be used as an anti-air attack. When used as an anti-air attack, initiate the attack from a crouching position. This gives Zangief a small window of invincibility and makes the anti-air assault more effective. The Quick Double Lariat is good for building your Super Combo Gauge. It's short execution, duration, and recovery, along with its ability to go through most projectile attacks, makes it easy to use if you are across the screen from an opponent. If you're using the Double Lariat and your opponent continuously knocks you down with a low sweep, switch to the Quick Double Lariat. The Double Lariat is vulnerable to low sweeps from a distance, but the Quick Double Lariat is not.



Flying Power Bomb



Flying Power Bomb



Atomic Suplex

There aren't many uses for Zangief's Flying Power Bomb or Atomic Suplex (a Flying Power Bomb executed at close range). From any kind of distance, Zangief is extremely vulnerable to a counterattack during the attack's early animation. The Atomic Suplex is a little better and pushes an opponent toward the corner, potentially setting up corner traps, but it's certainly not one of Zangief's bread-and-butter attacks. The EX version of the Flying Power Bomb adds Hyper Armor and more damage, but it's still very easy to see coming and counterattack accordingly. The EX Atomic Suplex adds additional damage and Stun value to the attack.

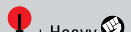
Bodyslam



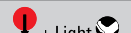
Brain Buster



Flying Body Attack



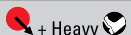
Double Knee Drop



Headbutt



Long Kick



Spinning Piledriver



Banishing Flat



Double Lariat



Quick Double Lariat



Flying Power Bomb



Atomic Suplex



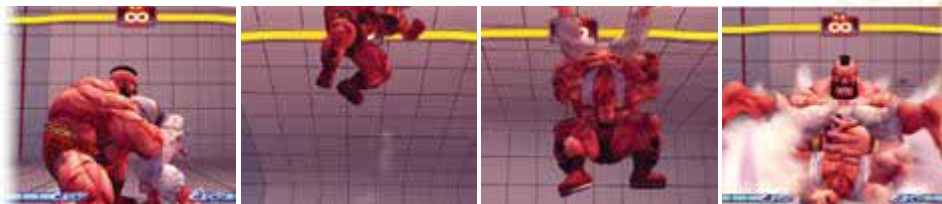
Final Atomic Buster



Ultimate Atomic Buster



Spinning Piledriver



The Spinning Piledriver is Zangief's trademark attack. As a throw, it cannot be blocked. An opponent must avoid it or interrupt it. The strength of the Punch button used determines the attack's range and damage. An LP Spinning Piledriver has the longest reach but inflicts the least amount of damage, while an HP Spinning Piledriver covers the shortest distance but inflicts the most damage. The EX version takes slightly longer to execute but has the range of the LP version and inflicts the same amount of damage as the MP version, which is less than the HP version but more than the LP version.



Master Gouken Says: Zangief's full-circle notations can be done in either direction and can be shortened to simply HCF,UF or HCB,UB.

There's a brief delay before a character jumps, which means you can use these notations to execute a Spinning Piledriver without jumping or buffering the notation. This works for any similar notation, including his Super Combo and Ultra Combo. Other commands can be shortened, such as DP changing to simply DF,DF.

Super Combo

Final Atomic Buster



Zangief's Super Combo is one of the most damaging Super Combo attacks in the game. However, his EX specials are also some of the best in the game. Because his Ultra Combo and Super Combo are both throws, virtually any time you would use his Super Combo, his Ultra Combo is a better choice. If you're near the end of a match, the Super Combo is a good way to end things quickly and can be used during Zangief's wake-up game in place of a Spinning Piledriver or whenever your opponent is constantly blocking. It also works well after a missed Banishing Flat because of the minimal recovery time on the attack.

Ultra Combo

Ultimate Atomic Buster



Zangief's Ultra Combo is one of the most damaging in the game and is considered a throw, making it as easy to land as a Spinning Piledriver. It has very good reach and deceptively beats out a lot of attacks. Use it in place of a Spinning Piledriver if you're fairly certain your opponent is not anticipating a throw. While it beats out many attacks, if an opponent anticipates it's coming, they can easily jump to avoid it in most situations.

Combos



Crouching LK



Crouching LK



MP

- Crouching LK, Crouching LK, Crouching LK, MP
- Crouching LP, Crouching LK, Crouching LK, Banishing Flat
- Crouching LP, MP, Crouching LK, Banishing Flat
- Jumping HK, Crouching LK, EX Banishing Flat
- Jumping MK, Crouching LK, Crouching LK, EX Banishing Flat
- Flying Body Attack, Crouching LK, MP, Crouching LK, EX Banishing Flat
- Jumping HP, MP, Crouching LK, EX Banishing Flat

NOTE

Banishing Flat and EX Banishing Flat are generally interchangeable at the end of a combo.

Basic Strategies

- MK and Crouching MK are good poking attacks.
- The Flying Body Attack and Double Knee Drop work well as cross-up attacks.
- Use the Double Lariat as an antiair attack, but the timing is moderately strict.
- Zangief's Crouching MP is a good antiair attack, and HK works as an antiair from its maximum range.

In-Depth Strategies

Zangief is a powerful character, with the largest Life Gauge and the highest Stun value. Early in the game's arcade life cycle, he was considered to be the best character, and some still believe that to be true. However, unlike other top-tier characters, Zangief has to work for many of his wins. Against a skilled player, repeating the same two-attack zoning strategy or abusive technique that some characters rely on doesn't work for Zangief. Instead, you must learn his intricacies and know when to use each technique if you wish to be victorious.

The Spinning Piledriver (SPD) is one of Zangief's best and most used attacks. It's his main punishment tool when an opponent whiffs an attack or uses an attack that is unsafe when blocked. Get in the habit of using the SPD any time an opponent is vulnerable to attack. It interrupts a great deal of attacks in their initial frames of animation, and although it doesn't have as much priority as it has had in previous *Street Fighter* games, it's still capable of beating out a good number of attacks when used in the right situations.

If an opponent jumps toward you with an aerial attack that gets blocked, an SPD is a good counter-attack even if the aerial attack is safe when blocked. Many opponents like to use this situation to follow up with a quick low attack that leads into a combo. However, the SPD beats out most quick low attacks, making this tactic useless against a skilled Zangief player. Zangief's HK can also be used as a pseudo-Kara Cancel to extend the SPD's range. It doesn't give the SPD the same range as Ken's Kara Cancel, but if you execute an SPD immediately after the HK notation, the SPD will gain additional range thanks to the initial animation of the canceled HK. This technique allows Zangief to punish missed attacks from nearly half a screen away.

The Banishing Flat is also a really good attack that executes very quickly and can be used to cover a large amount of ground in a short period of time. The recovery time of the Banishing Flat is also very short, which allows Zangief to follow it with an SPD that's difficult to avoid. After a Banishing Flat, the opponent will have to immediately attack with a quick poke or jump into the air to avoid the following SPD. This opens up multiple possibilities, including an EX Flying Power Bomb or EX SPD. In addition, after a successful SPD, use the Banishing Flat to quickly get in close while your opponent is on the ground. This is a good setup for a cross-up Flying Body Attack or Double Knee Drop.

The glowing fist at the end of the Banishing Flat can absorb one-hit projectile attacks; however, the timing is strict, so do not rely on this ability. Absorb projectile attacks with a Focus Attack canceled into a back dash, or simply jump over them. A vertical jump is generally the best option in this situation, and when mixed up with a Focus Attack and the occasional Banishing Flat, it prevents many projectile-heavy opponents from succeeding with their primary strategy.

Zangief's Double Lariat and Quick Double Lariat also go through projectile attacks, along with the EX Banishing Flat. Use the Quick Double Lariat from a distance to avoid projectile attacks, in addition to the previously mentioned methods. Against an opponent who doesn't rely heavily on projectile attacks, use the Quick Double Lariat to build your Super Combo Gauge from a distance, without fear of getting attacked.

The Double Lariat should be your primary antiair attack, and while it may not beat out every aerial attack, it almost always trades hits instead of getting completely beat out. If it trades hits as an antiair attack, use an EX Banishing Flat immediately after to combo the opponent. This should be a guaranteed combo almost every time your opponent tries to jump toward you if they're within range of the Double Lariat.

Bodyslam
↶ or N + Light + Light
Brain Buster
↶ + Light + Light
Flying Body Attack
↶ + Heavy
Double Knee Drop
↶ + Light
Headbutt
↶ + Medium or + Heavy
Long Kick
↶ + Heavy
Spinning Piledriver
360 +
Banishing Flat
↶ +
Double Lariat
↶ ↶
Quick Double Lariat
↶ ↶
Flying Power Bomb
360 +
Atomic Suplex
360 +
Final Atomic Buster
720 +
Ultimate Atomic Buster
720 +

Cammy

Vital Stats

Date of Birth
January 6

Nationality
British

Height
5'5"

Weight
101 lb.

Measurements
34/22/35

Blood Type
B

Martial Arts Style: Shadaloo Assassination Techniques; Special Forces Training

Likes: Cats

Dislikes: Everything (when she's in a bad mood)

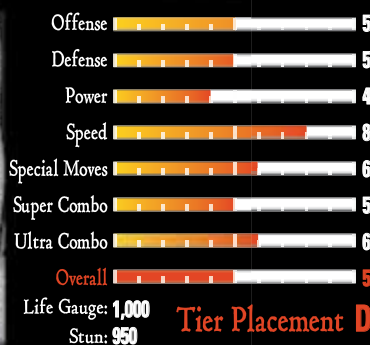
Hobbies/Skills: Knife throwing



Bio

This swift and deadly fighter is a member of a British paramilitary group known as Delta Red. She had been brainwashed by Shadaloo and put to use by that evil organization as nothing more than a living weapon, but she does not let this past hold her back and now fights alongside her comrades on a new and dangerous mission.

Character Evaluation



Move List

Hooligan Suplex

→ or N + Light + Light

Throw; must be close to opponent

Frankensteiner

← + Light + Light

Throw; must be close to opponent

Flying Neck Breaker

Light + Light

Air Throw

Cannon Spike

↘ +

EX version

Spiral Arrow

↻ +

EX version

Quick Spin Knuckle

↻ +

Armor Break; EX version

Hooligan Combination

↻ +

EX version

Razor's Edge Slicer

↻ +

—

Fatal Leg Twister

Light + Light

After Hooligan Combination; throw

Crossed Scissors

Light + Light

After Hooligan Combination; throw

Cannon Strike

↻ +

In the air

Spin Drive Smasher

↻, ↻ +

Super Combo

Gyro Drive Smasher

↻, ↻ +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Console Characters - Cammy



Hooligan Suplex
↩ or N + Light ○ + Light ○
Frankensteiner
↩ + Light ○ + Light ○
Flying Neck Breaker
Light ○ + Light ○
Cannon Spike
↩ + ○
Spiral Arrow
↩ + ○
Quick Spin Knuckle
↩ + ○
Hooligan Combination
↩ + ○
Razor's Edge Slicer
↩ + ○
Fatal Leg Twister
Light ○ + Light ○
Crossed Scissors
Light ○ + Light ○
Cannon Strike
↩ + ○
Spin Drive Smasher
↩, ↩ + ○
Gyro Drive Smasher
↩, ↩ + ○

Special Moves

Cannon Spike



The Canon Spike is Cammy's main antiair attack and works against most aerial attacks. The LK and MK version tend to work slightly better than the HK version. The strength of the Kick button pressed determines the vertical and horizontal distance and strength of the attack. LK

moves the shortest vertical and horizontal distance and inflicts the least amount of damage. The EX version doesn't move as far forward as the HK version, it inflicts more damage than any other version, and it rarely gets beaten out or traded as an antiair attack.

Cannon Strike



Cammy's Cannon Strike is an aerial attack that can be used from any height as long as she is jumping forward. It's best used to change the trajectory of her jump to bait

an opponent into missing an antiair attack. You can also use it to create a triangle jump, by executing the attack as soon as Cammy gets into the air with a **QCB**, **UF** notation. When executed properly, it can catch an opponent off guard because of the quick execution speed and the low trajectory of the triangle jump version of the attack. The lower the attack hits, the safer it becomes, but it's relatively safe in all forms. The EX version has slightly more priority, executes slightly faster, and inflicts more damage.

Quick Spin Knuckle



Cammy's Quick Spin Knuckle is a unique two-hit attack that can be used to evade projectile attacks and to cross up opponents as they get up from the ground. The strength of the Punch button used determines the distance of Cammy's initial hop before executing the Spin Knuckle. The LP version travels the shortest distance, while the HP version travels the longest distance. All versions go through projectile attacks, giving Cammy another way to take care of projectile-heavy characters. The EX version executes faster than the other versions.

Spiral Arrow



The Spiral Arrow may surprise some players at close range, because it hits low and must be blocked low. However, skilled players will be waiting for the attack and will block it almost every time if used as a stand-alone attack. It's not safe if blocked, so use it to end combos and potentially lead into the Spin Drive Smasher Super Combo. The strength of the Kick button used determines the attack's distance, with the LK version traveling the shortest distance. The HK version goes the farthest and hits twice. Cammy's Super Combo can be used immediately after the first hit of the HK version during a combo. The EX version hits twice like the HK Spiral Arrow, inflicts more damage, and goes through projectile attacks. This is one of Cammy's best tools against projectile-heavy characters, as she can generally punish a projectile from almost a full screen length away.

Hooligan Combination



Razor's Edge Slicer



Fatal Leg Twister

The Hooligan Combination is a jumping stance that leads into a series of attacks. The basic Hooligan Combination notation leads to the Razor's Edge Slicer, which hits low. Executing a Throw command during Cammy's jump leads to the Fatal Leg Twister if the opponent is standing, or the Crossed Scissors if the opponent is in the air. The strength of the Punch button used determines the trajectory of Cammy's jump and the distance she travels. The LP version travels the shortest distance and has the highest trajectory. The HP version moves at the lowest trajectory but covers the most horizontal distance. Use the LP or MP versions to avoid most projectile attacks, given their preferred trajectory. The HP version can avoid projectile attacks as well, but its lower arc makes the timing much more strict and much less effective. All three versions are relatively safe, but when used for anything other than evading projectiles, they're easily telegraphed. The EX version has the highest arc and executes faster than the other three.



Super Combo

Spin Drive Smasher



Cammy's Super Combo is average at best and should be used only to end a combo when the match is nearly over. Her EX special moves are much more valuable than her Super Combo. However, if you have Super Combo Gauge to burn near the end of a match, the Spin Drive Smasher hits low and moves opponents closer to the corner. It's best used after an HK Spiral Arrow, canceling the second hit into the Super Combo to guarantee it connects. It can catch a falling opponent, but Cammy doesn't have a lot of attacks that can put an opponent in this situation. It's easy to connect the Super Combo on a falling opponent in the corner, especially after trading hits during an aerial attack by the opponent.

Ultra Combo

Gyro Drive Smasher



The Gyro Drive Smasher hits low just like the Spin Drive Smasher and the Spiral Arrow. It inflicts a fairly large amount of damage but can be difficult to connect with against a skilled opponent. Use Cammy's Focus Attack while an opponent is getting up from the ground, and initiate her Ultra Combo after the stun. The Gyro Drive Smasher also goes through projectile attacks, so be ready to use it if an opponent shoots a projectile while your Ultra Combo is ready. It can also catch a falling opponent, similar to the Spin Driver Smasher, but the timing is very strict, so it's best to use this tactic in the corner, after an EX Focus Canceled Cannon Spike.

Combos



Jumping HK



HP



Cannon Spike

- HP, Crouching MK, Spiral Arrow
- Jumping HK, HP, Cannon Spike
- Jumping HK, Crouching MK, HK Spiral Arrow, Spin Drive Smasher
- Jumping HK, LK, LK, LK, HK Spiral Arrow, Spin Drive Smasher

Basic Strategies

- Crouching LK and Crouching MK are good poking attacks.
- Use MK as a great poke from a short distance.
- Use Jumping LK as Cammy's cross-up attack.
- Use the Cannon Spike or Crouching HP as antiair attacks. The Cannon Spike is generally the better option.

In-Depth Strategies

Cammy is a unique character who can be very difficult to win with. She has an easier time against projectile-heavy characters, because she has a multitude of ways to avoid projectile attacks. However, when pitted against a character who does not use projectile attacks or who knows Cammy's weaknesses, she fights an uphill battle.

The Quick Spin Knuckle has been in Cammy's arsenal for some time. While not one of her best attacks, it has more use now compared to previous games. The Quick Spin Knuckle evades projectile attacks, but it's too slow to use unless you're fairly close to the opponent, and Cammy has better antiprojectile attacks at that range. The Quick Spin Knuckle's main advantage is that it has Armor Breaking properties. Whenever you anticipate your opponent is about to use a Focus Attack or Hyper Armor attack, the Quick Spin Knuckle is the answer. It also works well to cross up your opponent once you've knocked them down.

Many of Cammy's attacks knock an opponent down. This gives her an easy way to access her wake-up game after almost any combo or attack. She can cross up opponents with a Jumping HK, a Quick Spin Knuckle, or a well-timed Spiral Arrow. The EX Cannon Strike can also work well as an opponent is getting off the ground because of its increased priority over the normal attack.

Against a projectile-heavy character, use the Hooligan Combination from midscreen or closer. The LP and MP Hooligan Combination are your best tools against projectile characters, because you can evade most projectile attacks as soon as you see them if your reactions are sharp. Use either throw after evading an attack to knock your opponent down and transition into Cammy's wake-up game.

From a distance, the EX Spiral Arrow or Cammy's Ultra Combo are her best tools against a projectile character. They both execute quickly and have good range. The Spiral Arrow also works well when used from maximum range. At this distance, it is difficult for an opponent to punish the attack when blocked and can be used to inflict chip damage. If your opponent begins to jump, knock them out of the air with Cammy's Cannon Spike or Flying Neck Breaker air throw.

Hooligan Suplex
↶ or N + Light ↻ + Light ↻
Frankensteiner
↶ + Light ↻ + Light ↻
Flying Neck Breaker
Light ↻ + Light ↻
Cannon Spike
↶ + ↻
Spiral Arrow
↶ + ↻
Quick Spin Knuckle
↶ + ↻
Hooligan Combination
↶ + ↻
Razor's Edge Slicer
↶ + ↻
Fatal Leg Twister
Light ↻ + Light ↻
Crossed Scissors
Light ↻ + Light ↻
Cannon Strike
↶ + ↻
Spin Drive Smasher
↶, ↶ + ↻
Gyro Drive Smasher
↶, ↶ + ↻, ↻

Dan Hibiki

Vital Stats

Date of Birth
November 25

Nationality
Chinese

Height
5'10"

Weight
163 lb.

Measurements
44/33/35

Blood Type
0

Martial Arts Style: Shotokan

Likes: Taunting

Dislikes: Seaweed, violent rabble-rousers, snobbish preppie types

Hobbies/Skills: Breaking tiles, karaoke

Bio

This fighter boasts an impressive set of taunts, but his fighting moves are often half-baked. Though he has trained with Gouken in the past, his moves are based more upon his own unique technique, a style he has dubbed Saikyo.

Character Evaluation

Offense 3

Defense 4

Power 6

Speed  6

Special Moves 4

Super Combo 3

Ultra Combo 5

Overall 4

Life Gauge: **1,050**

Stun: 1,000

Tier Placement F

Move List

Gado Thrust

↻ or N + Light + Light

Throw; must be close to opponent

Saikyo Haraigoshi

← + Light + Light

Throw; must be close to opponent

Jumping Taunt

Heavy + Heavy

In the air

Ducking Taunt

↓ + Heavy + Heavy

—

Gadoken

↻ +

EX version

Koryuken

↻ +

EX version

Dankukyaku

↻ +

Armor Break; EX version

Kuchu Dankukyaku

↻ +

EX Version; in the air

Hissho Buraiken

↻, ↻ +

Super Combo

Legendary Taunt

↻, ↻ + Heavy + Heavy

Super Combo

Shisso Buraiken

↻, ↻ +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Crouching Taunt

↓ + Heavy + Heavy



Jumping Taunt

(in the air Heavy + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy





Special Moves

Koryuken



Dan's Koryuken is his equivalent to Ryu's and Ken's Shoryuken, or Dragon Punch. The strength of the Punch button determines the height of the attack and the damage the attack inflicts. The HP version goes higher than the others and inflicts the most damage while the LP version stops at the lowest height and inflicts the least amount. The EX version hits twice and goes through projectile attacks, but it inflicts less damage than the HP version. All four variations of the Koryuken work well as Dan's primary anti-air attack, and the EX version is especially effective against aerial projectile attacks such as Akuma's Zanku Hadoken.

Gado Thrust



Saikyo Haraigoshi



Jumping Taunt



Ducking Taunt



Gadoken



Koryuken



Dankukyaku



Kuchu Dankukyaku



Hissho Buraiken



Legendary Taunt



Shisso Buraiken



Dankukyaku



The Dankukyaku is Dan's equivalent to Ryu's and Ken's Hurricane Kick, or Tatumaki Senpukyaku. The strength of the Kick button determines the attack's distance, the damage inflicted, and number of hits. An LK Dankukyaku consists of one hit and travels a short distance, while an HK Dankukyaku travels farther than any other version and hits up to three times. Because of the attack's arc, it can jump over some crouching attacks, but it should generally be used to end combos to avoid telegraphing the attack. Every version of the attack except the aerial has Armor Breaking attributes, which makes it useful against Focus Attacks and other Hyper Armor attacks. The EX version executes faster than any other version, hits three times like the HK version, but covers slightly less distance.

Gadoken



Dan's Gadoken projectile can't be used in the same way that most other characters use their projectile attacks. The strength of the Punch button pressed determines the distance the Gadoken travels. However, even the HP version travels only halfway across the screen, with the LP version having minimal range. Use the attack to end combos or to negate single-hit projectile attacks from an opponent. The EX version hits twice and covers more distance than the HP Gadoken but still does not travel the entire length of the screen.

Super Combo

Hissho Buraiken



Dan's Hissho Buraiken Super Combo inflicts a decent amount of damage but isn't very useful. The Super Combo Gauge is better used for his EX special moves. However, his Gadoken can lead into the Hissho Buraiken, adding a significant amount of damage to Dan's combos. If the match is nearing an end, a combo ending in the Gadoken should be transitioned into the Hissho Buraiken. Be careful when using this outside of a combo, as Dan is extremely vulnerable if any part of the Super Combo misses.

Legendary Taunt



The Legendary Taunt is Dan's second Super Combo, but it inflicts no damage and leaves Dan completely open to a counterattack for an extremely long period of time. It should be used exclusively to taunt an opponent during a lighthearted match. In this situation, if you have a full Super Combo Gauge to burn, you can combo from the Gadoken into the Legendary Taunt, then cancel into the Shisso Buraiken Ultra Combo as the ultimate taunt combo.

Ultra Combo

Shisso Buraiken



 Dan's Ultra Combo can inflict nearly 50 percent damage under the right conditions, but it's unlikely you'll have many opportunities to use it. You can combo into it from the Legendary Taunt, but that requires a full Super Combo Gauge and isn't worth it in the end. Set it up with a Focus Attack and initiate the Ultra Combo once your opponent is stunned. Be careful when using the Shisso Buraiken, because if the attack misses, Dan falls to the ground, leaving him open to a counterattack for a lengthy period of time.



Combos



Jumping HK



HP



Koryuken

- Jumping HK, HP, Koryuken
- Jumping HK, Crouching HP, Dankukyaku
- Jumping HK, Crouching HP, Koryuken, EX Focus Cancel, EX Koryuken
- Jumping HK, Crouching MP, Gadoken, Hissho Buraiken
- Focus Attack (stun), Shisso Buraiken
- Jumping HK, Crouching HP, Gadoken, Legendary Taunt, Shisso Buraiken

Basic Strategies

- Use Jumping MK as a cross-up attack.
- Jumping HK or Jumping MK are good as antiair attacks while Dan is airborne. Jumping HK is preferred.
- Koryuken works well as an antiair attack.
- Crouching HP works to counter an opponent's cross-up attempt when they're over Dan's head.

In-Depth Strategies



Master Gouken Says: Dan's Jumping Taunt can be used to give him a super jump similar to that of C. Viper. Execute the Jumping Taunt on your way up to send Dan much higher into the air.

Gado Thrust

↶ or (N) + Light (P) + Light (K)

Saikyo Haraigoshi

↶ + Light (P) + Light (K)

Jumping Taunt

Heavy (P) + Heavy (K)

Ducking Taunt

↓ + Heavy (P) + Heavy (K)

Gadoken

↶ + (P)

Koryuken

↶ + (P)

Dankukyaku

↶ + (K)

Kuchu Dankukyaku

↶ + (K)

Hissho Buraiken

↶, ↶ + (P)

Legendary Taunt

↶, ↶ + Heavy (P) + Heavy (K)

Shisso Buraiken

↶, ↶ + (P) + (P) + (P)

Dan is a fun character with a few unique attacks, but he should not be played with any kind of seriousness. He has a few strategies that work well against most opponents, but he is outmatched against every character in the game and has a difficult battle throughout every single match against an equally skilled opponent.

In a projectile battle, Dan has limited options. His Gadoken only works well enough to negate a single-hit projectile attack and won't even reach an opponent standing on the screen's far side. The EX version hits twice to negate most EX projectile attacks, but it's virtually impossible to lay down any kind of zoning strategy with Dan's weak Gadoken. Against other projectile characters, it won't be long before they easily overtake Dan.

The Dankukyaku has Armor Breaking attributes and should be used any time an opponent is charging a Focus Attack, but otherwise it has very few uses. If an opponent is focusing on low poking attacks, the Dankukyaku can evade some of them, but in most cases it's better to use Dan's MK to counterattack the opponent's poke. Dan's MK has good range and can beat out or trade with most other basic attacks in the game. His Crouching MK also works as a decent poking attack with roughly the same range as his normal MK.

If you are in the air at a bad angle and about to get hit with an antiair attack, Dan's aerial Dankukyaku, the Kuchu Dankukyaku, can change your trajectory and potentially avoid the antiair attack. It can also be used fairly low to the ground, and the EX version executes quickly, making it difficult to react to. If an opponent uses a projectile attack as you're jumping back, the Kuchu Dankukyaku allows Dan to remain at a constant height while moving back to escape falling onto the projectile attack. The normal Dankukyaku and the Kuchu Dankukyaku can be used to cross up an opponent during Dan's wake-up game. The MK version has the easiest timing, but the timing on all versions is relatively strict.



Fei Long

Vital Stats

Date of Birth	Nationality	Height	Weight	Measurements	Blood Type
April 23	Chinese	5'8"	132 lb.	43/30/31	O

Martial Arts Style: Kung fu

Likes: Kung fu, being a smart aleck

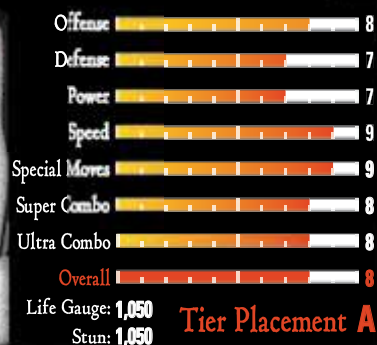
Dislikes: Apathy, indifference, detachment

Hobbies/Skills: Does all his own stunts

Bio

This young man has made a big name for himself in the world of Hong Kong cinema. Having trained hard since childhood, there is not a single fighter in Hong Kong that has kung fu skills worthy of being compared to his own.

Character Evaluation



Tier Placement A



Move List

Shushugai

→ or N + Light + Light

Throw; must be close to opponent

Tenshou Tousaikyaku

← + Light + Light

Throw; must be close to opponent

Chokkarakusho

→ + Medium

Overhead

Engekishu

→ + Heavy

Rekkaken

→ + , → + , → +

EX version

Shienkyaku

← +

EX version

Rekkukyaku

→ +

Armor Break; EX version

Tenshin

→ +

EX version; throw

Rekkashinken

→, → +

Super Combo

Rekkashingeki

→, → +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Chokkarakusho → + Medium



Engekishu → + Heavy

Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Focus Attack



Jumping Light



Jumping Medium



Jumping Heavy



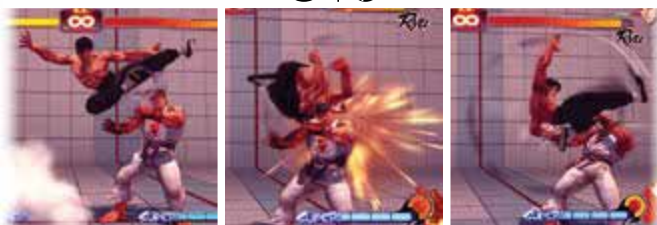
Special Moves

Rekkaken



The Rekkaken was Fei Long's best attack in *Super Street Fighter II Turbo*. However, while still useful, it's been toned down and can't be used with the same relentless effectiveness. The strength of the Punch button determines the distance of the attack, with LP traveling the shortest distance and HP traveling the farthest. At any distance other than maximum range, the Rekkaken can be punished by a wide variety of attacks and combos. Use it only from maximum range to ensure that your opponent has the least amount of punishment options. If the attack is blocked, only use the first hit. If it connects, continue on with the remaining attacks. The EX version inflicts more damage and executes faster than any other version.

Rekkukyaku



Fei Long's Rekkukyaku has changed considerably in *Street Fighter IV*. It doesn't have the same antiair properties that it had in the past, and it trades more often than it used to. The strength of the Kick button determines the damage inflicted by the attack. All versions of the Rekkukyaku consist of three hits and are safe when used from maximum range. It can be used to start or end combos, and against smaller characters it can cross up an opponent during a corner trap. It also jumps over some crouching attacks or low-hitting projectile attacks with proper timing. The jumping properties of the attack change depending on Fei Long's distance from the opponent. At close range it's possible to jump over high-hitting attacks as well as crouching attacks. The EX version inflicts more damage and is safe at close range.

Shienkyaku



The Shienkyaku is Fei Long's version of the Shoryuken. It's his best antiair attack and beats out a lot of basic attacks with precise timing. The strength of the Kick button used determines the height of the attack. The LK version travels the shortest vertical distance and consists of a single hit. The HK version travels the farthest vertical distance and consists of two hits at close range. The EX version has more priority, inflicts more damage, and consists of three hits.

Tenshin



The Tenshin is arguably Fei Long's best attack. Fei Long uses his forward foot to cradle his opponent's ankle, then rolls over their back to their opposite side. It does not inflict any damage, but it gives Fei Long a considerable amount of frame advantage and cannot be blocked. Successful use of the attack gives Fei Long a guaranteed Crouching MK or Crouching MP follow-up that leads into various combos, along with a wide variety of other attacks that cannot be blocked. Use it often, but do not telegraph it, or an opponent will be looking for it and will interrupt it with an attack. The EX version gives Fei Long slightly more frame advantage.

Shushugai
↶ or N + Light ↵ + Light ↵
Tenshou Tousaikyaku
↶ + Light ↵ + Light ↵
Chokkarakusho
↶ + Medium ↵
Engekishu
↶ + Heavy ↵
Rekkaken
↶ + ↵, ↶ + ↵, ↶ + ↵
Shienkyaku
↶ + Medium ↵
Rekkukyaku
↶ + ↵
Tenshin
↶ + ↵
Rekkashinken
↶, ↶ + ↵
Rekkashingeki
↶, ↶ + ↵, ↵, ↵

Super Combo

Rekkashinken



The Rekkashinken is basically a super version of the Rekkaken. It can end most combos and links relatively easily after a Crouching MP or Crouching MK. It also moves an opponent close to the corner, potentially setting up a corner trap immediately after the Rekkashinken. While Fei Long has several good EX special moves, it's very easy to combo into the Rekkashinken thanks to the Tenshin. It's very difficult to overlook the extra damage that can be added to almost any combo, but the Rekkashinken should still be used only toward the end of a round or match.

Ultra Combo

Rekkashingeki



Fei Long's Ultra Combo works well after a Focus Attack stun like most other Ultra Combo attacks. However, there aren't many other opportunities to connect with it. You can't combo into it like his Super Combo, and it doesn't work well against falling opponents. Use it to punish missed attacks when an opponent is vulnerable to a counterattack; otherwise, stick to his Super Combo until you can connect with a Focus Attack.



Combos



HK Rekkukyuaku



HP



Rekkaken

- Tenshin, HP, Shienkyaku
- HK Rekkukyuaku, HP, Rekkaken
- Jumping HK, Crouching LP, Rekkaken
- Jumping HK, HP, LK Rekkukyuaku
- Jumping HP, Crouching MP, Rekkashinken
- Jumping HK, Crouching MP, Crouching MK, Rekkashinken

Basic Strategies

- The Tenshin is Fei Long's best special move. Use it frequently but do not telegraph it.
- Fei Long's HP, Crouching MP, and Crouching MK are good poking attacks.
- Jumping MK works well as a cross-up attack.
- Use the Shienkyaku as an anti-air attack.

In-Depth Strategies

Fei Long is an aggressive character who must stay on the offensive to win. This is very similar to how he was played in previous games, but now he has a great new tool in the Tenshin. He still has to take a few risks to get close to his opponents, but once he's at close range, a well-executed offense with Fei Long is very difficult to defend against. Distance is very important to Fei Long, as his best attacks are only safe when used from their maximum range; however, he must be as close as possible to effectively use the Tenshin.

Get used to walking forward and blocking as soon as your opponent attacks. Learn the maximum range of his HP Rekkaken, and do not stop pressing forward until you reach that range. Once there, use Fei Long's movement speed to bait your opponent into missing an attack. Move back and forth in rapid succession until your opponent misses an attack or gives you an opening to move in closer with a jumping attack or by simply walking forward. If your opponent misses an attack, counterattack with an HP Rekkaken or Rekkukyuaku at maximum range. The Rekkaken knocks down, setting up Fei Long's wake-up game, and the Rekkukyuaku can start a combo.

Once you're in close, use HP, Crouching LP, Crouching MP, and Crouching MK to poke away at your opponent. Mix these up with Fei Long's Chokkarakusho overhead attack and the Tenshin. Use the Tenshin like a normal throw, mixing it into your poking attacks when your opponent has started to block. If you hit a successful Tenshin, follow it with the combo of your choice. The Tenshin also works well to get Fei Long out of a corner and immediately place your opponent in a corner trap.

When your opponent is in a corner trap, the Rekkukyuaku works very well against smaller characters, such as Fei Long. Use your poking attacks to keep pressure on your opponent, and transition into the Rekkukyuaku as close to your trapped opponent as possible. Against smaller characters, it will execute an automatic cross-up, hitting the opponent from their back side. Mix this up with a Tenshin to prevent your opponent from anticipating the cross-up and defending accordingly.

The Rekkukyuaku also jumps over some low attacks and has good priority against attacks from the ground and from aerial opponents. It's not as good as his anti-air Shienkyaku, but from the proper distance, it can beat out a good number of aerial attacks. After knocking down an opponent, the Rekkukyuaku works well as a cross-up and leads into a combo if it connects. Mix this up with a Focus Attack that can lead into Fei Long's Ultra Combo.

Shushugai
→ or N + Light + Light
Tenshou Tousaikyaku
← + Light + Light
Chokkarakusho
→ + Medium
Engekishu
→ + Heavy
Rekkaken
→ + → + → +
Shienkyaku
← + Medium
Rekkukyuaku
→ +
Tenshin
→ +
Rekkashinken
→, → +
Rekkashingeki
→, → +

Vital Stats

Date of Birth March 10	Nationality Chinese	Height 5'5"	Weight 134 lb.	Measurements 42/30/31	Blood Type O
Martial Arts Style: Chinese Kempo (Mantis and Crane)			Dislikes: Crowds		
Likes: Meat buns, composing Chinese poetry			Hobbies/Skills: Traditional Chinese medicine		

Bio

This assassin enjoys legendary notoriety in the underworld. He continues to scour the world for foes worthy of the fight to the death he seeks. He has a connection with Chun-Li's father and, as such, possesses very complex feelings toward her.

Character Evaluation

Offense	5
Defense	6
Power	5
Speed	5
Special Moves	6
Super Combo	5
Ultra Combo	8
Overall	6
Life Gauge: 1,000	Tier Placement C
Stun: 900	

Move List

Mantis Style

Shuraku
→ or N + Light + Light
Throw; must be close to opponent
Hozen
← + Light + Light
Throw; must be close to opponent
Change Style
Changes to Crane
Hyakurenko
Armor Break; EX version
Gekiro
↘ + , Rapidly Tap
EX version
Zan'ei
↻, ↻ +
Armor Break; Super Combo
Zetsuei
↻, ↻ +
Armor Break; Ultra Combo

Crane Style

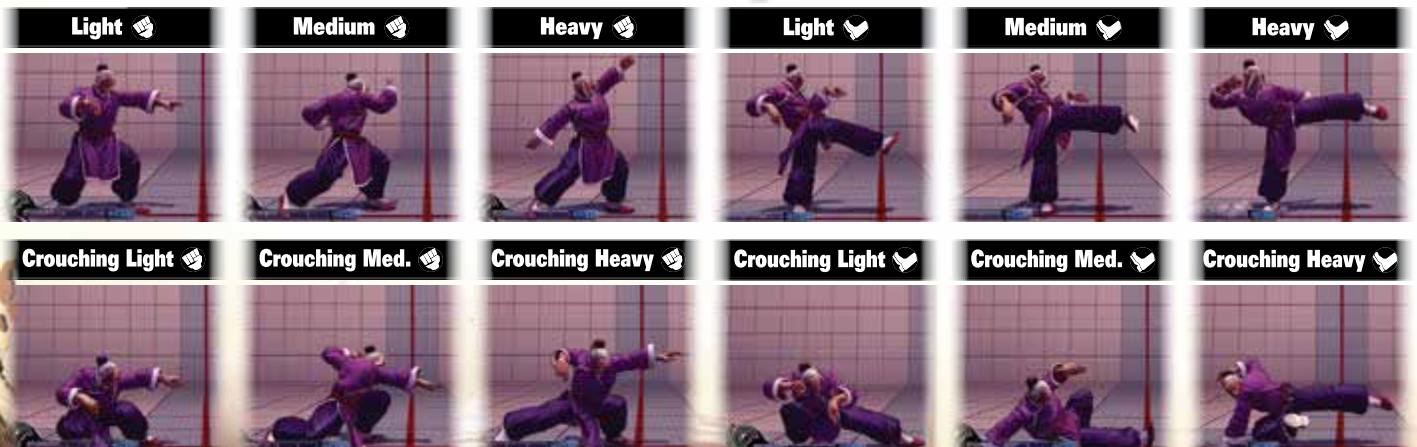
Shuraku
→ or N + Light + Light
Throw; must be close to opponent
Hozen
← + Light + Light
Throw; must be close to opponent
Change Style
Changes to Mantis
Overhead
Medium
Overhead
Shakudan
Heavy , Light
In the air
Jyasen
← CHARGE, → +
EX version
Oga
↓ CHARGE, ↑ +
EX version
Oga: Close Kick
↓ or N
Armor Break; during Oga

Oga: Far Kick
↘ or →
Armor Break; during Oga
Oga: Ceiling Jump
↘, ↑, or ↗
During Oga
Oga: Falling Kick
↓ or N
Armor Break; after Oga: Ceiling Jump
Oga: Close-Range Kick Right
↘ or →
Armor Break; after Oga: Ceiling Jump
Oga: Close-Range Kick Left
↙ or ←
Armor Break; after Oga: Ceiling Jump
Jyakoha
↻, ↻ +
Super Combo; air throw
Ryukoha
↻, ↻ +
Ultra Combo; air throw

TIP Master Gouken Says: The difference between Gen's two styles extends beyond special moves, Super Combos, and Ultra Combos. Every basic attack is different, and his movement speed changes between styles. Using only a single style is like using only half the character. Learn to quickly and easily change between styles for maximum effectiveness.

Basic Attacks

Mantis Style



Jumping Light

Jumping Med.

Jumping Heavy

Jumping Light

Jumping Med.

Jumping Heavy



Special Moves

Gekiro

↺ + ○, Rapidly Tap ○



The Gekiro is Gen's primary anti-air attack. It consists of an upward kick that can be followed by several additional

kicks. The strength of the kick determines the height of the initial attack, with HK launching Gen the highest. In addition to using it as an anti-air attack, the Gekiro also works well to end combos. The EX version moves Gen higher into the air than any other version and allows for more additional kicks.

Hyakurenko

Rapidly Tap ○



Gen's Hyakurenko is similar to E. Honda's Hundred Hand Slap. It's a multihit attack that has Armor Breaking properties and

works well against Focus Attacks and some attacks with Hyper Armor attributes. The strength of the Punch button determines the range of the attack, with the HP version having the farthest reach. The attack pushes an opponent back, giving Gen a little breathing room but limiting his follow-up options. It requires six inputs to execute, which can be buffered during any of Gen's attacks to make it appear as though it executes instantly. The EX version increases the attack's range and the number of hits and has higher priority.

Jyasen

← CHARGE, → + ○

Gen's Jyasen is a multihit rolling attack that ends in a palm strike to his opponent's chest. The strength of the Punch button determines the distance Gen rolls and



the number of hits in the attack. An LP Jyasen rolls the shortest distance and consists of three hits, the MP version consists of four hits, and the HP version consists of five hits. The rolling portion of the attack ducks under most high-hitting attacks and can be used to evade aerial attacks with proper timing. The normal versions of the attack should primarily be used to end combos. The EX version rolls Gen an entire screen length, consists of five hits, and goes through projectile attacks, making it one of his best assaults.



Crane Style

Shuraku
→ or N + Light + Light
Hozen
← + Light + Light
Change Style
Overhead
Medium
Shakudan
Heavy, Light
Jyasen
← CHARGE, → +
Oga
CHARGE, ↑ +
Oga: Close Kick
↑ or N
Oga: Far Kick
↖ or ↗
Oga: Ceiling Jump
↖, ↑, or ↗
Oga: Falling Kick
↑ or N
Oga: Close-Range Kick Right
↘ or ↗
Oga: Close-Range Kick Left
↙ or ↘
Jyakoha
↖, ↗ +
Ryukoha
↖, ↗ +

Mantis Style

Shuraku
→ or N + Light + Light
Hozen
← + Light + Light
Change Style
Hyakurenko
Gekiro
↘ + , Rapidly Tap
Zan'ei
↖, ↗ +
Zetsuei
↖, ↗ +

Oga

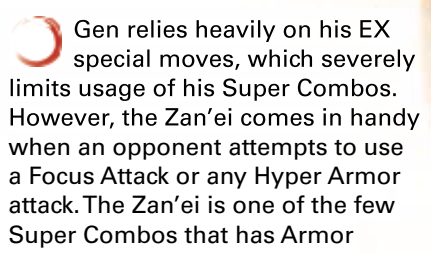


The Oga is essentially a stance that allows Gen to access a wide variety of attacks from every direction. Using the Oga, Gen can attack from the left, the right, or the ceiling. With proper timing, it can work as a cross-up, evade projectile attacks, avoid low-hitting attacks, or even work as an anti-air assault with the ceiling attacks. Many of the attacks in the Oga technique have Armor Breaking attributes, which make them useful against Focus Attacks and Hyper Armor attacks. Alternate your attacks from Gen's Oga technique to keep your opponent confused. The EX version executes faster than the normal version, making the technique even more effective.



Super Combo

Zan'ei



a great deal of damage, but if an opponent attempts any attack that has Hyper Armor abilities, especially when Gen is getting up from the ground, it's his most effective counterattack.

Gen relies heavily on his EX special moves, which severely limits usage of his Super Combos. However, the Zan'ei comes in handy when an opponent attempts to use a Focus Attack or any Hyper Armor attack. The Zan'ei is one of the few Super Combos that has Armor Breaking attributes. It does not inflict

Jyakoha



You shouldn't use the Jyakoha very much, because you need to use Gen's EX special moves. It also doesn't inflict much damage in relation to other Super Combos, making the use of an entire Super Combo Gauge a virtual waste. The Jyakoha is an air throw, which means it cannot hit an opponent unless they're airborne. However, this also means it can catch opponents as they're falling to the ground, and it works well after the Shakudan. The Jyakoha also works as an anti-air attack and has good priority, allowing it to beat out a variety of aerial attacks.

Ultra Combo

Zetsuei

↺, ↻ + 〇〇〇〇



○ The Zetsuei is much more effective than its Zan'ei Super Combo variant. It has the same Armor Breaking properties, meaning it negates the Hyper Armor effect of Focus Attacks and other special moves. As an Ultra Combo, it doesn't waste Gen's Super Combo Gauge, allowing the use of EX special moves. It can also catch opponents as they're falling to the ground, and it works well after the Shakudan, after a quick style change.

Ryukoha

↺, ↻ + 〇〇〇〇



○ Gen's Crane-style Ultra Combo is best used as an anti-air attack or after the Shakudan anti-air attack. It's basically an extended version of the Jyakoha, meaning it's an air throw that can hit only airborne opponents. It can be used as a stand-alone anti-air attack and has priority over a vast majority of the aerial attacks in the game, although there are a few that can beat it out with proper timing.

Crane Style

Shuraku
→ or N + Light + Light
Hozen
← + Light + Light
Change Style
Overhead
Medium
Shakudan
Heavy, Light
Jyasen
CHARGE, → +
Oga
CHARGE, ↑ +
Oga: Close Kick
↓ or N
Oga: Far Kick
← or →
Oga: Ceiling Jump
↖, ↑, or ↗
Oga: Falling Kick
↓ or N
Oga: Close-Range Kick Right
↘ or →
Oga: Close-Range Kick Left
↙ or ←
Jyakoha
↘, ↗ +
Ryukoha
↘, ↗ +

Mantis Style

Shuraku
→ or N + Light + Light
Hozen
← + Light + Light
Change Style
Hyakurenko
Gekiro
↘ +, Rapidly Tap
Zan'ei
↘, ↗ +
Zetsuei
↘, ↗ +

Combos



Jumping HK

Crouching MK

Gekiro

- Crane: Jumping HK, Crouching MK, Gekiro
- Crane: Shakudan (antiair), Ryukoha

- Crane: Jumping HK, Crouching MK, Jyakoha
- Mantis: MP, Crane, Crouching LK, Mantis, Zan'ei, Zetsuei

Basic Strategies

- Use Jumping MK in either style as a cross-up.
- Knock an opponent out of the air with the Shakudan, and follow it with Gen's Super Combo or Ultra Combo in Crane style.
- Jumping HK in either style works well as an antiair attack while Gen is airborne. Jumping MK in Crane also works, but it's not as effective.
- Use the Gekiro as Gen's primary antiair attack.

In-Depth Strategies

Gen arguably has the steepest learning curve of all the characters. He is the only character in the game with two very different fighting styles thanks to his Crane and Mantis stances. You must learn to change stances on the fly as you attack and defend, and even during some combos.

In Mantis style, Gen has access to his primary antiair attack, the Gekiro. When used near the corner, it can set up Gen's corner trap and wake-up strategies. Follow the Gekiro with the Hyakurenko as the opponent is getting up to beat out most of their offensive options. The EX Hyakurenko works even better, because it has higher priority than the normal version.

When Gen is on the ground, the Oga technique is one of his best wake-up options. It evades several attacks, and many of the attacks from Oga have Armor Break properties that can negate Focus Attacks and Hyper Armor attacks that are commonly used during wake-up strategies. Use the EX version if you have enough Super Combo Gauge, because it executes faster than the normal versions.

Gen's Jyasen evades most high-hitting attacks and is an effective part of his offense to end combos as well. If you have enough Super Combo Gauge to use the EX version, do so; it's one of his best attacks. It goes through projectile attacks and can punish projectiles from a full screen length away. This makes it very difficult for projectile-heavy opponents to combat Gen when he has enough Super Combo Gauge for the EX Jyasen. It can also catch opponents as they're falling to the ground, especially when they're falling into a corner.

In Crane style, Gen can use the Jyakoha Super Combo or Ryukoha Ultra Combo as antiair attacks. Both beat out a large amount of aerial attacks and inflict a significant amount of damage. When Gen has a full Super Combo Gauge or enough Revenge Gauge to use his Ultra Combo, it severely limits an opponent's ability to use aerial attacks or even jump at Gen, depending on how close he is to the opponent. Gen's EX special moves are a big part of his gameplay, so use the Ryukoha Ultra Combo more than the Jyakoha Super Combo to retain your ability to use EX special moves.

The Shakudan also leads directly into the Jyakoha or Ryukoha if it connects with an aerial opponent. If you do not have enough Super Combo Gauge of Revenge Gauge to use either attack, quickly change styles and follow the attack with the Jyasen or EX Jyasen. If an opponent is anywhere near the corner, this series of attacks will almost always push them into the corner, leading to corner traps and wake-up strategies.



Gouken

Vital Stats

Date of Birth Unknown	Nationality Japanese	Height 6'1"	Weight 198 lb.	Measurements 49/37/35	Blood Type Unknown
Martial Arts Style: Shotokan			Dislikes: Mosquitoes		
Likes: Dumplings			Hobbies/Skills: Fishing		

Bio

Akuma's brother and mentor to Ryu and Ken, this legendary fighter is responsible for developing and refining Ansatsuken, a fighting style he taught to his pupils Ryu and Ken. He was defeated at the hands of the vile Akuma and now makes his triumphant return after having been presumed dead for decades.



TIP Master Gouken Says: In the past, I have been referred to as "Sheng Long." The original *Street Fighter II* arcade machine in the United States featured a win quote by Ryu: "You must defeat Sheng Long to stand a chance." This was a mistranslation of the original Japanese quote, "If you cannot break through the Rising Dragon Punch, you cannot win." The name Sheng Long was referenced again as the Master of Ryu and Ken in the instruction manual for the Super Nintendo version of *Street Fighter II*; however, my true name is actually Gouken, not Sheng Long, as Capcom later corrected.

Character Evaluation

Offense	6
Defense	7
Power	7
Speed	5
Special Moves	7
Super Combo	6
Ultra Combo	7
Overall	7
Life Gauge: 1,050	Tier Placement B
Stun: 1,000	



Move List

Raikotokyaku

→ or N + Light + Light

Throw; must be close to opponent

Amaoroshi

← + Light + Light

Throw; must be close to opponent

Sakotsukudaki

→ + Medium

Overhead

Tenmakujinkyaku

↓ + Medium

In the air; executed at apex of forward jump

Gohadoken

↻ +

Hold **Punch** to charge; EX version; projectile

Senkugoshoha

↻ +

Armor Break; EX version

Tatumaki Gorasen

↻ +

EX version

Aerial Tatumaki Gorasen

↻ +

In the air; EX version

Hyakishu

↻ +

EX version

Hyakigozan

↻ +

Hyakigoshu

During Hyakishu

Hyakigojin

During Hyakishu

Hyakigosai

Light + Light

Throw; during Hyakishu

Kongoshin

↻ + or

Armor Break; EX version

Forbidden Shoryuken

↻, ↻ +

Armor Break; Super Combo

Shin Shoryuken

↻, ↻ +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Sakotsukudaki

→ + Medium



Tenmakujinkyaku

(in the air) ↓ + Medium



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Console Characters - Gouken



Jumping Light ♡**Jumping Medium** ♡**Jumping Heavy** ♡**Focus Attack**

Special Moves

Hyakishu

*Hyakigozan**Hyakigojin**Hyakigosai**Hyakigosai*

The Hyakishu is similar to Akuma's Hyakishu, or Demon Flip. It's more like a stance than a stand-alone attack. The initial command flips Gouken into the air, and the strength of the Kick determines the distance he travels. The stronger the Kick button pressed, the farther Gouken's flip takes him. Once Gouken is in the air, Kick results in the Hyakigojin, just like Akuma. Punch executes the Hyakigosai, but unlike Akuma's, it does not have Armor Breaking properties. Instead, it acts like a parry that deflects potential anti-air attacks, absorbing a single-hit attack similar to a Focus Attack. Pressing **LP** and **LK** simultaneously at close

range results in Gouken's Hyakigosai throw, and pressing nothing results in the Hyakigozan slide kick as Gouken reaches the ground. The Hyakigozan is unsafe when blocked, and the Hyakigojin should be the most commonly used attack from the Hyakishu. It's essentially Gouken's Tenmakujinkyaku, only with the ability to combo after it connects. The EX version of the Hyakishu executes slightly faster than the normal version.

Tatumaki Gorasen



The Tatumaki Gorasen is Gouken's Hurricane Kick equivalent. The first hit of the attack looks like an upward-angled Hurricane Kick and can be used as an anti-air attack when timed properly. The remaining hits launch Gouken into the air with a steep upward angle. The stronger the Kick button, the more hits in the attack and the higher Gouken travels. This attack should be limited to minimal anti-air usage and combos, because Gouken is left extremely vulnerable to a counter-attack if the Tatumaki Gorasen is blocked or completely misses the opponent. The EX version executes faster than the normal version, inflicts more damage, and consists of more hits than the HK Tatumaki Gorasen.

Gohadoken



LP



MP



HP

Gouken's projectile attack is unlike any of the other projectile-based characters. The LP version is a typical projectile attack, very similar to Ryu's or Ken's Hadoken. The MP and HP versions shoot diagonally upward, with the HP version having a steeper angle. Both can be used as anti-air attacks, but timing them can be difficult because of the angle of attack and the trajectory of most characters' jumps. If you anticipate an opponent is going to jump, the MP or HP Gohadoken is a safe preventative attack, especially if you're on the opposite side of the screen. The EX version shoots two projectiles, the first followed immediately by the second. The first shoots straight similar to the LP version, and the second shoots upward on a trajectory between the HP and MP versions. All four attacks can be charged by holding **Punch** (or **PunchX2** for the EX version), resulting in two hits instead of one. This is especially useful when you anticipate your opponent is about to use an EX projectile.

Raikotokyaku



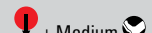
Amaoroshi



Sakotsukudaki



Tenmakujinkyaku



Gohadoken



Senkugoshoha



Tatumaki Gorasen



Aerial Tatumaki Gorasen



Hyakishu



Hyakigozan



Hyakigoshu



Hyakigojin



Hyakigosai



Kongoshin



Forbidden Shoryuken



Shin Shoryuken



Senkugoshoha



Gouken does not have an anti-air Shoryuken like most of the other characters who share his fighting style. In its place, he has the Senkugoshoha, which has Armor Breaking properties but does not work as an anti-air attack. The strength of the Punch button determines the distance Gouken moves forward before executing the attack, with the LP version traveling the shortest distance. Other than the attack's Armor Break properties, the normal Senkugoshoha isn't used very often. However, the EX version should be one of your most frequently used EX special moves, because it adds a second hit to the attack that launches an opponent into the air, allowing Gouken to follow up with an attack of your choice. The normal Senkugoshoha is safe when used from maximum range, while the EX version is safe from any distance.

Kongoshin



Gouken's Kongoshin is an auto-parry that deflects an attack and automatically executes a counterattack. The Punch version deflects all high- and mid-hitting attacks, while the Kick version deflects all low attacks. The window for the parry is not open very long, so you must have good timing to take advantage of it. The Kongoshin has Hyper Armor, which means that any Armor Breaking attack cannot be parried and will instead hit Gouken. It can be used as an anti-air attack to surprise an opponent, but don't rely on it for this purpose, as a slightly delayed aerial attack would avoid the parry's window of opportunity and leave Gouken vulnerable. The EX version deflects only high- and mid-hitting attacks; it inflicts less damage than the normal version, but it executes faster when you're in a tight spot.



Super Combo

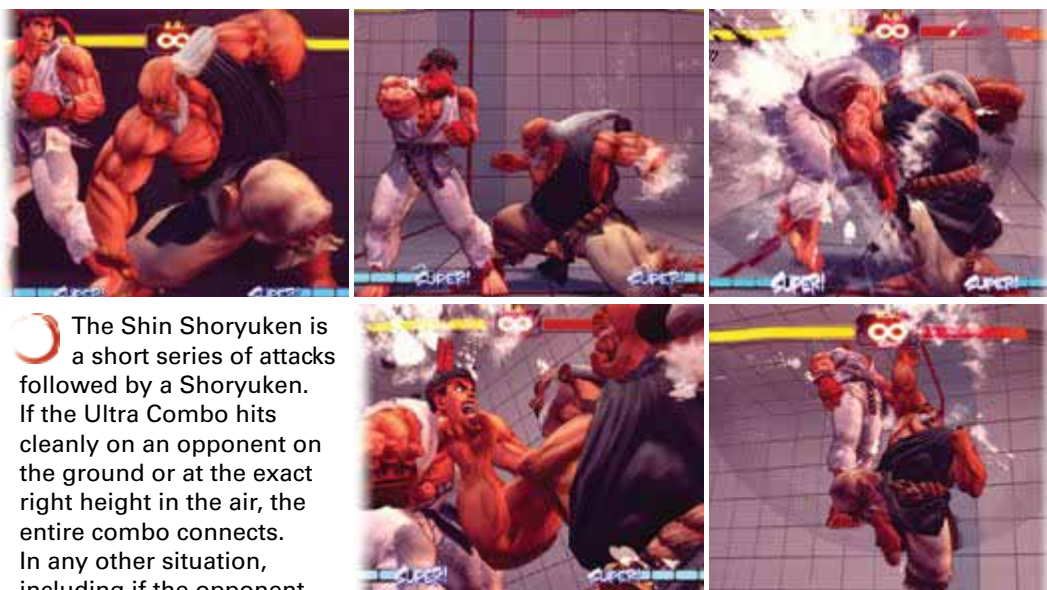
Forbidden Shoryuken



Gouken relies far more on his EX special moves than on the Forbidden Shoryuken. His EX special moves are arguably the best in the game, and if you expect to do well against skilled opponents, you must use them. Their benefit far outweighs that of Gouken's Super Combo. However, if the match is almost over, the Forbidden Shoryuken can be used to end any combo after the Senkugoshoha, and it can combo an opponent after Gouken's Amaoroshi throw, although it will not inflict full damage.

Ultra Combo

Shin Shoryuken



The Shin Shoryuken is a short series of attacks followed by a Shoryuken. If the Ultra Combo hits cleanly on an opponent on the ground or at the exact right height in the air, the entire combo connects. In any other situation, including if the opponent blocks the attack, only the Shoryuken portion of the Ultra Combo is executed and the damage is severely reduced. The Shin Shoryuken is best used after a Focus Attack stun or an EX Focus Cancel. Gouken's Tatumaki Gorasen, Gohadoken, and Senkugoshoha (EX or normal versions of all three) can be EX Focus Canceled when used as a stand-alone attack or during a combo, then followed by the Shin Shoryuken. It can also be used after the Amaoroshi throw, but only the final Shoryuken will connect unless you throw the opponent into the corner. Even then, the timing is very strict in order to connect the full Ultra Combo as the opponent falls.

Raikotokyaku
Red circle or N + Light + Light
Amaoroshi
Red circle + Light + Light
Sakotsukudaki
Red circle + Medium
Tenmakujinkyaku
Red circle + Medium
Gohadoken
Red circle +
Senkugoshoha
Red circle +
Tatumaki Gorasen
Red circle +
Aerial Tatumaki Gorasen
Red circle +
Hyakishu
Red circle +
Hyakigozan
Red circle +
Hyakigoshu
Hyakigojin
Hyakigosai
Light + Light
Kongoshin
Red circle + or
Forbidden Shoryuken
Red circle, Red circle, Red circle, +
Shin Shoryuken
Red circle, Red circle, Red circle, +

Combos



Jumping MK



HP



LP Gohadoken

- Jumping MK, HP, LP Gohadoken
- Jumping HK, HP, EX Senkugoshoha, HP Senkugoshoha
- Tenmakujinkyaku or Hyakigojin, Crouching MP, HK Tatumaki Gorasen
- Tenmakujinkyaku or Hyakigojin, HP, Senkugoshoha
- Jumping MK, Crouching MK, Tatumaki Gorasen
- Focus Attack (stun), HP, Senkugoshoha, Forbidden Shoryuken
- Jumping HP, HP, EX Senkugoshoha, EX Focus Cancel, Shin Shoryuken
- Jumping HP, Crouching HP, EX Senkugoshoha, EX Gohadoken, Shin Shoryuken
- Jumping HP, MP, Crouching LP, Tatumaki Gorasen, EX Focus Cancel, Shin Shoryuken

Basic Strategies

- Gouken's Amaoroshi throw inflicts no damage but can be used to start a wide variety of combos.
- Jumping MK and Jumping HP are Gouken's best jump-in attacks, and both lead to a wide variety of combos.
- Jumping MP is Gouken's best antiair attack while in the air and can be followed by a second MP while still airborne.
- Crouching HP is Gouken's preferred antiair attack, but a well-timed HP or MP Gohadoken or Tatumaki Gorasen also works.

In-Depth Strategies

Gouken is a powerful character, but you must use almost all his special moves and EX special moves to tap into his true potential. He can fall back into a zoning strategy from mid- or long range and he can apply heavy offensive pressure from mid- to close range. He is an extremely versatile character, especially when his EX special moves are available.

From across the screen, Gouken can zone opponents by using multiple versions of the Gohadoken. The LP version executes fast enough to hold up in a projectile battle against most other projectile-heavy characters. If an opponent attempts to jump over Gouken's projectile attack, use the MP or HP versions to knock them out of the air. Instead of using slower projectile attacks, you can charge the Gohadoken so that it becomes two hits instead of one. Mix this in with normal versions of the Gohadoken to match your opponent's potential use of an EX projectile attack.

If you're not fighting against a projectile character, you can still use the MP and HP Gohadoken projectiles from a full screen length away as preventative antiair attacks. Without a projectile attack, your opponent will not have many attacks that can punish Gouken's MP and HP Gohadoken. Be wary of a Super Combo, Ultra Combo, or EX special move that may be able to go through projectile attacks in this situation.

At mid-range, the MP and HP Gohadoken still work if you anticipate your opponent may jump, but do not use them as freely as you would from a full screen length away. Gouken's LP Gohadoken also works moderately well when zoning from this distance. Knock opponents out of the air with Crouching HP, a well-timed Tatumaki Gorasen, or a Kongoshin parry. An EX Kongoshin parry executes fast enough to be used as antiair in almost any situation, but the normal version works well as long as you don't rely on it as your primary antiair attack.

The Hyakishu also serves a purpose at this range to evade projectile attacks. Most opponents will be ready for an aerial attack and will have an antiair ready to meet you if you jump. However, with the Hyakishu, if you anticipate your opponent will use an antiair attack, absorb it with the Hyakigoshu. Mix this up with the Hyakigojin that leads into combos and the Hyakigosai throw if the opponent opts to block your attacks. The Hyakigojin should be your primary attack from the Hyakishu, because it's safe when blocked and leads to the more damage than any of the other mix-up options.

From mid- to close range, use a combination of the Gohadoken, Hyakishu, and Senkugoshoha, especially if you have enough Super Combo Gauge to use an EX Senkugoshoha. The normal Senkugoshoha has Armor Break properties, so use it from maximum range if you anticipate an opponent will attempt a Focus Attack or Hyper Armor attack. It's safe from maximum range, so you can use it freely to prevent your opponent from attempting these attacks. The EX Senkugoshoha has the same Armor Break properties, but it launches the opponent if it connects, and it's safe from any distance.

At close range, the EX Senkugoshoha can be used at the latter end of a 2-in-1 after several of Gouken's basic attacks. This provides a guaranteed launching attack that can even be EX Focus Canceled into Gouken's Ultra Combo for massive damage. Your opponent also has to watch out for Gouken's Amaoroshi throw. It launches opponents into the air and can be followed by a normal or EX Senkugoshoha (with precise timing, the EX version launches a second time), Super Combo, Ultra Combo, or any number of other options. The Amaoroshi throw is also good for getting Gouken out of corner traps and for placing an opponent into one. Once the opponent is in the corner after the Amaoroshi throw, Gouken's Ultra Combo will inflict full damage with proper timing.



Rose

Vital Stats

Date of Birth
July 3

Nationality
Italian

Height
5'10"

Weight
119 lb.

Measurements
38/22/34

Blood Type
Unknown

Martial Arts Style: Soul Power

Likes: Sherry, baths

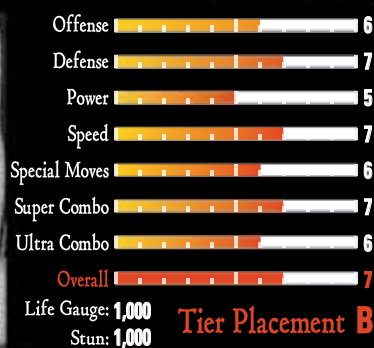
Dislikes: UV rays, waking up early in the morning

Hobbies/Skills: Tarot card reading

Bio

This beautiful and enigmatic fortune-teller is well-known in Genoa, where she has set up shop. She relies on her mastery of Soul Power, an energy that draws its source from her very life force, rather than on physical technique to vanquish foes.

Character Evaluation



Move List

Soul Fall

→ or N + Light + Light

Throw; must be close to opponent

Soul Loop

← + Light + Light

Throw; must be close to opponent

Slide

↙ + Medium

—

Soul Piede

→ + Heavy

—

Soul Spark

↻ +

EX version; projectile

Soul Spiral

↻ +

Armor Break; EX version

Soul Reflect

↻ +

EX version

Soul Throw

↻ +

EX version

Aura Soul Spark

↻, ↻ +

Super Combo

Illusion Spark

↻, ↻ +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Slide ↙ + Medium



Soul Piede → + Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Focus Attack



Special Moves

Soul Reflect



The Soul Reflect is Rose's answer to projectile-heavy characters. Her Soul Spark executes too slow to stand up in a projectile battle, but the Soul Reflect allows her to reflect or absorb a projectile attack. The HP version reflects projectiles at an upward angle and can potentially work as an anti-air attack with precise timing. The MP version reflects projectiles along a straight path directly back at the opponent. The LP

version absorbs projectiles and gives the Super Combo Gauge a moderate boost (more than most special moves). At close range, all three versions act like normal melee attacks, and the HP version launches opponents into the air, allowing Rose to use her Super Combo after it. The Soul Reflect is not safe when blocked, so it should be limited to use from a distance, to punish a missed attack, or to combo. The EX version reflects the same way the MP version does, but the reflected projectile inflicts more damage and bounces back faster. The EX version is also safer when blocked at close range.

Soul Spark



Rose's Soul Spark projectile attack has a longer initial animation than most other projectile attacks. The stronger the Punch button pressed, the longer the start-up time for the attack. It works

well to apply a small amount of pressure to an opponent across the screen, but it won't hold up in a projectile battle, especially against faster projectiles such as Ryu's Hadoken. The EX version is two hits and should be used to negate single-hit projectiles and catch opponents off guard. All versions of the attack can be used as the lead-in for a 2-in-1 with Rose's Super Combo at the end of a combo.

Soul Spiral



The Soul Spiral is not safe when blocked and should only be used to punish missed attacks or during a combo. The strength of the Kick button determines the distance Rose travels during the attack. The LK Soul Spiral travels the shortest distance, while the HK version travels the farthest. The EX version travels slightly farther than the HK Soul Spiral.

Soul Fall



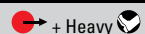
Soul Loop



Slide



Soul Pledge



Soul Spark



Soul Spiral



Soul Reflect



Soul Throw



Aura Soul Spark



Illusion Spark



Soul Throw



Rose's Soul Throw is similar to a Shoryuken in concept, but instead of immediately initiating an attack, Rose jumps into the air, grabs the opponent, and slams them to the ground. The stronger the Punch button is pressed, the farther Rose jumps into the air. It can be used as an anti-air attack, but its priority is fairly low, and Rose will get beat out by most aerial attacks. Instead, use it to end combos or after Rose trades hits during an anti-air attack in some situations. This generally works in the corner, but if you react quickly, this strategy can work in other trading situations. The EX version propels Rose farther into the air than the HP version.

Super Combo

Aura Soul Spark



The Aura Soul Spark is essentially a supersversion of Rose's Soul Spark. Some characters must save their Super Combo Gauge for EX special moves, but against a projectile-heavy character, Rose can use the LP Soul Reflect to quickly fill her Super Combo Gauge. This allows her to use the Aura Soul Spark more freely than most other characters can use their Super Combos. It executes relatively fast and can be used to catch opponents as they're falling to the ground. It's especially useful after an HP Soul Reflect or an anti-air Crouching HP. You can also lead into it from a 2-in-1, starting with the Soul Spiral or Soul Spark. Both attacks are canceled into the Aura Soul Spark and guarantee the Super Combo connects during a combo.

Ultra Combo

Illusion Spark



Rose's Ultra Combo is very powerful and can be used in many situations. It has the ability to catch an aerial opponent, meaning Rose can launch an opponent into the air, and follow up with her Ultra Combo instead of her Super Combo to save her Super Combo Gauge for EX special moves. The Illusion Spark also goes through many attacks, making it a good option if you anticipate your opponent is about to attack and you're within range to use the Ultra Combo. It can also be used after a Focus Cancel stun or to punish an opponent when they make a crucial mistake or whiff an attack.



Combos



Jumping HP



HK



HP Soul Reflect

- MK, Soul Reflect
- Jumping HP, HK, HP Soul Reflect
- Jumping HP, Crouching MK, Soul Spiral
- Jumping HK, HP, LP Soul Spark, Aura Soul Spark
- Crouching LP, Crouching LP, Crouching LP, LK Soul Spiral, Aura Soul Spark

Basic Strategies

- A well-timed Slide goes under most projectiles. Execute the Slide just before the projectile reaches Rose.
- Rose's HP is a good poke with a long reach that can beat out many other attacks.
- Jumping MK works well as a cross-up attack.
- Use Crouching HP as an anti-air attack, which leads into Rose's Super Combo.

In-Depth Strategies

Rose performs very well against opponents who must use projectile attacks to generate their offense. However, against opponents who do not rely on projectile attacks, Rose becomes much less potent. In previous games, she could rely on her combo ability to overcome her opponents, but in *Street Fighter IV*, she loses that simply due to the mechanics of the game.

Against characters who rely heavily on projectile attacks, Rose can remain at a distance and use the Soul Reflect to avoid falling into their zoning strategies. When her Super Combo Gauge is low, she can use the LP Soul Reflect to fill up her gauge relatively quickly. She can mix it up with the MP or EX Soul Reflect to prevent the opponent from recklessly closing in on Rose when they find their zoning strategy isn't very effective. If you anticipate the opponent will jump, the HP Soul Reflect also doubles as an anti-air attack, although it's unlikely a skilled opponent will fall for this.

At close range, Rose can use her Slide to go under projectile attacks with precise timing. This is a little safer than using the Soul Reflect at close range, because the Slide has less recovery time. If you're having trouble closing in on an opponent, use HP from maximum range to beat out many of your opponent's attacks. It has good range and priority, and you can combo after it. If you're at a slight distance when it hits, use the LP Soul Spark to combo, which can also combo into the Aura Soul Spark.

Crouching MK also works well as a close-range poking attack. It's relatively fast and leads into the Soul Spiral for a quick combo. Rose's MK and HK work in a similar fashion and combo into the Soul Reflect. Use an HP Soul Reflect to knock your opponent into the air and follow it with Rose's Super Combo. This also works after an anti-air Crouching HP and virtually any time you knock an opponent into the air.

After knocking down an opponent, use the Slide or an HK Soul Spark in some cases to quickly move to the opposite side of your opponent. Mix this up with a Focus Attack and Rose's Jumping MK cross-up to keep opponents guessing as to which wake-up strategy you'll use. Rose's Ultra Combo can also work well as part of her wake-up strategy, but be cautious, because a quick opponent can jump out of the Ultra Combo as soon as they see it coming.

Soul Fall
↶ or N + Light + Light
Soul Loop
↶ + Light + Light
Slide
↶ + Medium
Soul Piede
↶ + Heavy
Soul Spark
↶ +
Soul Spiral
↶ +
Soul Reflect
↶ +
Soul Throw
↶ +
Aura Soul Spark
↶, ↶ +
Illusion Spark
↶, ↶ +

Sakura

Vital Stats

Date of Birth
March 15

Nationality
Japanese

Height
5'2"

Weight
119 lb.

Measurements
31/24/33

Blood Type
A

Martial Arts Style: Imitation of Ryu's Style

Likes: Gym class, white rice

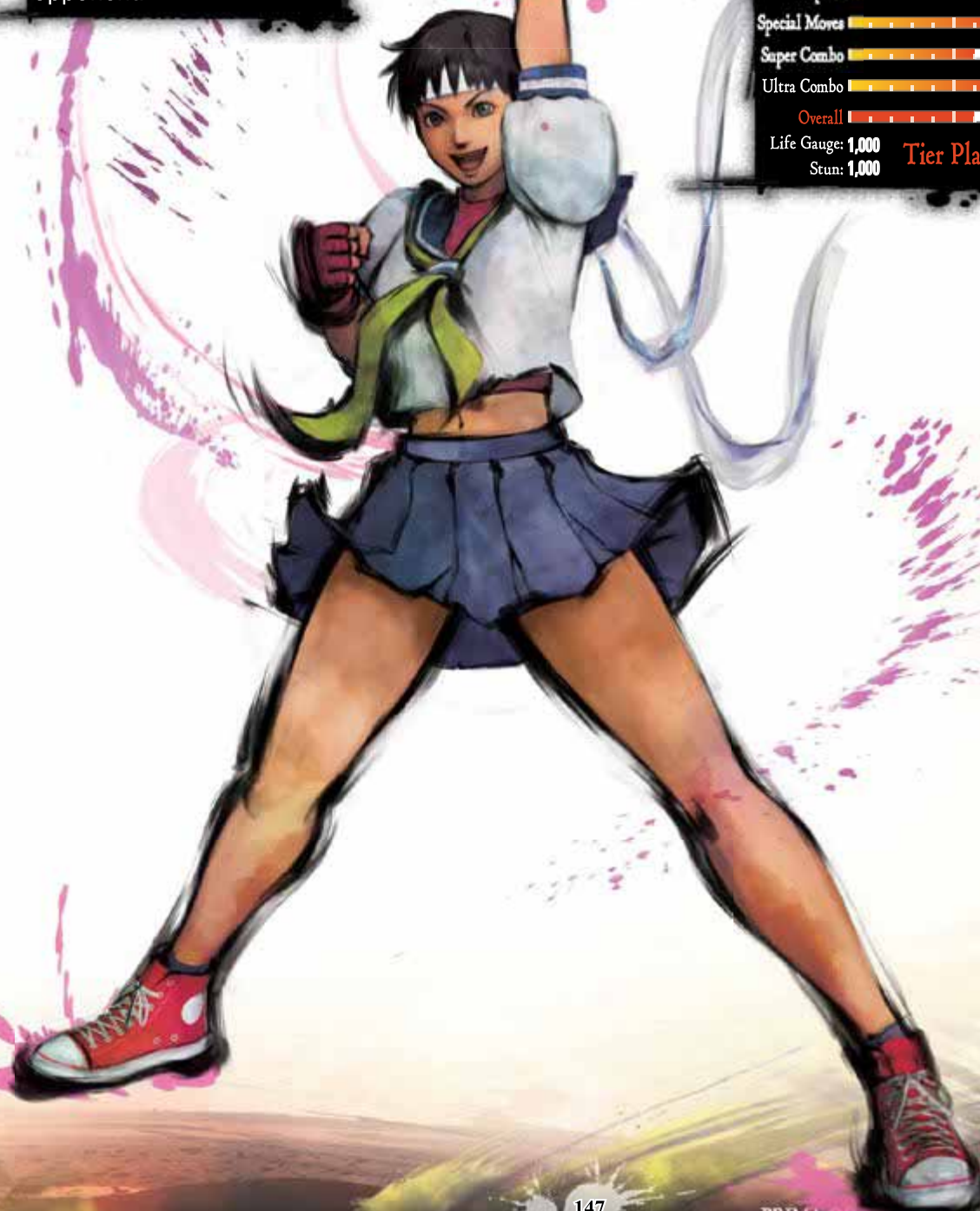
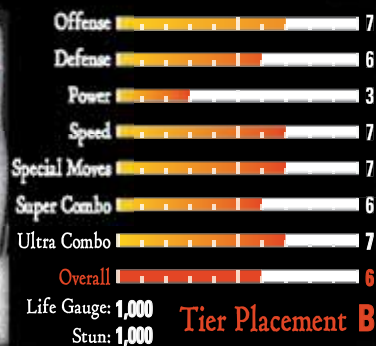
Dislikes: Math class, playing video games with her younger brother

Hobbies/Skills: Decent at cooking (though her dishes do not look appetizing)

Bio

This high school girl followed her idol Ryu into the world of street fighting. Bright and energetic, she finds enjoyment in all she does and never misses the chance to fight a strong opponent.

Character Evaluation



Move List

Sailor Shot

→ or N + Light + Light

Throw; must be close to opponent

Choba Throw

← + Light + Light

Throw; must be close to opponent

Flower Kick

→ + Medium

Overhead

Hadoken

↺ +

EX version; projectile; charge by holding Punch

Shouoken

↺ +

EX version

Shunpukyaku

↺ +

Armor Break; EX version

Aerial Shunpukyaku

↺ +

In the air; EX version

Sakura Otoshi

↺ + +

EX version; can execute the Punch up to three consecutive times

Haru Ichiban

↺, ↺ +

Super Combo

Haru Ranman

↺, ↺ + +

Armor Break; Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Flower Kick → + Medium



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Focus Attack



Jumping Light



Jumping Medium



Jumping Heavy



Hadoken



Sakura's Hadoken is not as potent as Ryu's or Ken's. The stronger the Punch button used, the farther the projectile travels, but even the HP version will not cover an entire screen. It can be charged by holding Punch, but charging the Hadoken decreases the range while strengthening the damage it inflicts. It won't hold up well in a projectile battle, but it can be used to negate a projectile attack before it reaches Sakura. The EX version covers the same distance as the HP Hadoken and consists of two hits instead of one.

Sakura Otoshi



The Sakura Otoshi is a two-part attack that consists of a jump followed by a downward punching attack that can be executed up to three times when it hits. The strength of the Kick button determines the distance Sakura travels during the attack, with the LK version traveling the shortest distance and the HK version traveling the farthest. The initial jump goes over most projectile attacks and can be used to punish projectile attacks from the right distance. However, never do the jump without the additional punch attack. The jump alone leaves Sakura vulnerable to attack for a lengthy period of time when she reaches the ground. The punch attack is safe when blocked, but if you do not wish to use the attack, execute the punch as close to the ground as possible. This cancels the punch early in its animation, removing the long delay after the jump. The EX version jumps higher than any other version and hones in on an opponent's position.

Shunpukyaku



Sakura's Shunpukyaku is basically her version of the Hurricane Kick. It's very similar to Ryu's and Ken's Tatsumaki Senpukyaku, except that it travels along a short arc. The stronger the Kick button, the bigger the arc, but use the HK version more than the LK and MK versions. It's safer when blocked, making it difficult to punish, and the arc's trajectory allows Sakura to easily avoid most projectile attacks. The EX version adds an extra kick to the end of the attack, which launches opponents into the air for a potential combo. If your Revenge Gauge is high enough to use Sakura's Ultra Combo, it's one of the best options after an EX Shunpukyaku.

Shouoken



The Shouoken is Sakura's version of the Shoryuken. Instead of moving straight up (as with Ryu and Ken), she runs forward before executing the attack. The strength of the Punch button determines how far she runs and the number of hits included in the attack. An LP Shouoken moves a short distance and consists of two hits, MP moves a bit farther and consists of four hits, and HP moves the farthest and consists of six hits. You can use the Shouoken as an anti-air attack, but the timing is fairly difficult if you use the MP or HP versions, so stick to the LP version for anti-air purposes. It's better to use it to end combos or catch an opponent as they're falling. The EX version travels the farthest distance and consists of eight hits.



Master Gouken Says: If you connect with an LP Shouoken, you can follow it with an MP Shouoken to add a small amount of damage and create a short combo.



Sailor Shot
↩ or N + Light + Light
Choba Throw
↩ + Light + Light
Flower Kick
↩ + Medium
Hadoken
↩ +
Shouoken
↩ +
Shunpukyaku
↩ +
Aerial Shunpukyaku
↩ +
Sakura Otoshi
↩ + +
Haru Ichiban
↩, ↩ +
Haru Ranman
↩, ↩ + + +

Super Combo

Haru Ichiban

↩, ↩ +



The main advantage of Sakura's Super Combo is that it connects low and must be blocked low. However, a good portion of Sakura's gameplay revolves around her EX special moves, limiting her use of the Haru Ichiban. It does not go through projectile attacks, further limiting its use. However, the Shouoken can be canceled into the Haru Ichiban, making it relatively easy to add to the end of Sakura's combos. If the match is nearly over, use the Haru Ichiban to add a significant amount of damage to your combo and potentially KO your opponent.

Ultra Combo

Haru Ranman

↩, ↩ + + +



Sakura's Ultra Combo has far more uses than her Super Combo because of its ability to hit aerial opponents as they're falling to the ground. This allows Sakura to combo into the Haru Ranman after an EX Shunpukyaku, adding a great deal of damage to the stand-alone attack or to any combo the EX Shunpukyaku is used in. The Haru Ranman also works after a Focus Attack stun and hits low like the Haru Ichiban, but it does not go through projectile attacks.

Combos

- Jumping HP, MP, Hadoken, EX Focus Attack
- Jumping HP, Crouching MK, EX Shunpukyaku, Sakura Otoshi
- Jumping HP, Crouching LK, Crouching LP, Crouching MP, LP Shouoken, MP Shouoken
- Jumping HK, HP, Shouoken, Haru Ichiban
- Focus Attack (stun), Crouching MK, EX Shunpukyaku, Haru Ranman

Basic Strategies

- Use Jumping HP or Jumping MK as a cross-up.
- Jumping HK and Jumping HP work well to initiate combos from an aerial attack.
- Jumping MP works well as an anti-air attack while Sakura is airborne.
- Use Sakura's LP Shouoken as an anti-air attack while on the ground.
- Crouching HP works well as a cross-up deterrent if an opponent is directly overhead.

In-Depth Strategies

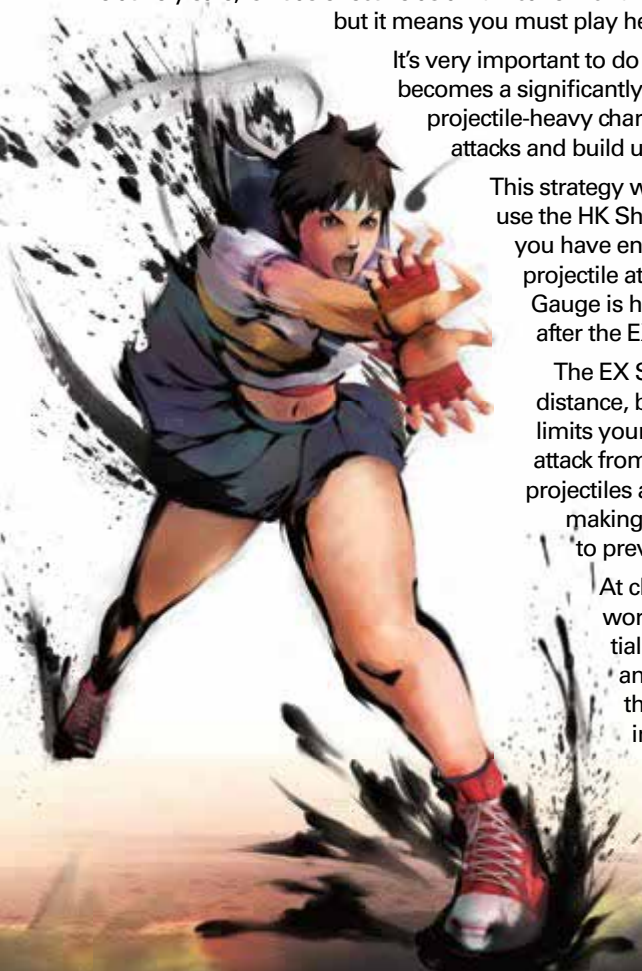
Sakura has the same tools as Ryu and Ken in concept, but when it comes to execution, they have entirely different purposes. Her Hadoken projectile won't stand up to most other characters in a projectile battle, and her Shouoken isn't nearly as damaging as a Shoryuken, even with the ability to combo two consecutive Shouoken. Even her Shunpukyaku, despite being relatively safe, isn't as effective as a Hurricane Kick unless you use the EX version. None of this makes Sakura a bad character, but it means you must play her very differently from Ken and Ryu in order to win.

It's very important to do everything you can to increase Sakura's Super Combo Gauge. Sakura becomes a significantly better character when she can use her EX special moves. Against a projectile-heavy character, alternate between Focus Attacks and Hadoken to negate projectile attacks and build up her Super Combo Gauge in the process.

This strategy works best from a distance, but if you're relatively close to an opponent, use the HK Shunpukyaku to evade projectiles and counterattack at the same time. If you have enough Super Combo Gauge for the EX Shunpukyaku, use it to evade the projectile attack and launch your opponent. This is especially useful if your Revenge Gauge is high enough to use Sakura's Ultra Combo, because you can combo it after the EX Shunpukyaku.

The EX Sakura Otoshi also works to evade projectiles and counterattack from a distance, because it automatically locks on to the opponent's position. This severely limits your opponent's options, because Sakura can quickly, easily, and safely attack from virtually any distance. The normal Sakura Otoshi can be used to evade projectiles and counterattack from mid- to close range and is safe when blocked, making it very useful. Alternate between the Sakura Otoshi and Shunpukyaku to prevent your opponent from anticipating one of the attacks.

At close range, Sakura's MP, Crouching MP, Crouching MK, and Crouching LK work well as poking attacks. All of these lead into combos that can potentially lead into an Ultra Combo if you have enough Super Combo Gauge for an EX Shunpukyaku and enough Revenge Gauge for the Haru Ranman. If the opponent attempts to jump away, use the LP Shouoken and combo into the MP Shouoken or cancel into the Haru Ichiban Super Combo.



Seth

Vital Stats

Date of Birth
Unknown

Nationality
Unknown

Height
6'6"

Weight
187 lb.

Measurements
51/33/35

Blood Type
Unknown

Martial Arts Style: Ultimate Style Comprised of Knowledge of Fallen Foes

Likes: Scheming

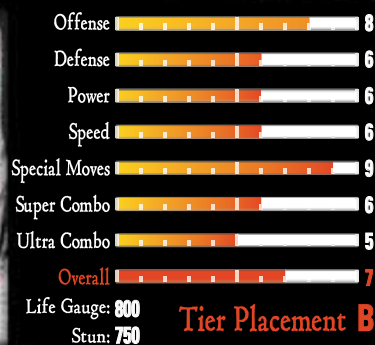
Dislikes: Pathetic humans

Hobbies/Skills: Renovation

Bio

Seth is the CEO of a weapons manufacturing and trading company known as S.I.N. He has collected data from the world's top fighters and assimilated it into his own fighting style. Though he was developed to be a replacement body for Bison, he has plans of his own. Plans to rebel and make Shadaloo his own.

Character Evaluation



Move List

Genocide Shot

→ or N + Light + Light

Throw; must be close to opponent

Death Throw

← + Light + Light

Throw; must be close to opponent

Yosokyaku

↓ + Medium

In the air; can be executed up to three consecutive times

Tenmakujinkyaku

↓ + Heavy

In the air; executed at apex of forward jump

Wall Jump

↗

In the air; near wall

Sonic Boom

↻ +

EX version; projectile

Shoryuken

↻ +

EX version; can be executed up to three consecutive times

Hyakuretsukyaku

↻ +

Armor Break; EX version

Tanden Engine

↻ +

EX version; EX uses half of Super Combo Gauge

Spinning Piledriver

360° +

Throw, EX version

Yoga Teleport

↻ or ← + or

Teleport

Tanden Storm

↻, ↻ +

Super Combo

Tanden Stream

↻, ↻ +

Ultra Combo; Armor Break

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Yosokyaku

(in the air ↓ + Medium)



Tenmakujinkyaku

(in the air ↓ + Heavy)



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy





Special Moves

Hyakuretsukyaku



The Hyakuretsukyaku is one of Seth's original special moves and acts somewhat like a Hurricane Kick. It can catch falling opponents after Crouching HP and has Armor Breaking attributes. If you see an opponent attempting to use a Focus Attack or Hyper Armor attack, the Hyakuretsukyaku is your best choice to counterattack. The EX version executes slightly faster and can be used to punish missed attacks from a slight distance.

Genocide Shot



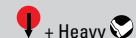
Death Throw



Yosokyaku



Tenmakujinkyaku



Wall Jump



Sonic Boom



Shoryuken



Hyakuretsukyaku



Tanden Engine



Spinning Piledriver



Yoga Teleport



Tanden Storm



Tanden Stream



Shoryuken



Seth's Shoryuken is very similar to Ken's and Ryu's. It's his primary anti-air attack, and the strength of the Punch button determines the distance Seth travels. An LP Shoryuken travels the shortest distance, while an HP Shoryuken travels the farthest. All normal versions of the Shoryuken hit twice at close range on the ground, and the notation can be repeated up to three times in rapid succession to repeat the attack two more times in the air after the initial attack on the ground. The EX version inflicts more damage, has slightly more priority, and hits more times in the air.

Sonic Boom



Seth's Sonic Boom is similar to Guile's except that it executes slightly faster, and the notation does not require a charge. The stronger the Punch button, the faster the Sonic Boom. Seth's Sonic Boom doesn't move as slow as Guile's, so his strategy of following it cannot be used as well, but Seth can zone with his Sonic Boom in combination with his Shoryuken. He can also use a Yoga Teleport after an LP Sonic Boom to move behind the opponent before the Sonic Boom connects. The timing is much harder than it is with Dhalsim, and if your timing is off, Seth will teleport in front of the opponent even if you use the correct version of the Yoga Teleport. The EX version shoots two Sonic Booms.

Spinning Piledriver



Seth's Spinning Piledriver is almost identical to Zangief's. It doesn't have quite as much reach or priority as Zangief's, but it still serves the same purpose within Seth's strategies. Instead of using the Banishing Flat to get in close to perform the Spinning Piledriver like Zangief, Seth can use the Tanden Engine or the Yoga Teleport in some cases. The EX version has slightly more reach and inflicts more damage.

Tanden Engine



The Tanden Engine does not inflict any damage to Seth's opponent. Instead, it sucks them in so Seth can attack from close range. It cannot be blocked and can even

draw in aerial opponents. The strength of the Punch button used determines the attack's range, with LP having the shortest range and HP having the longest range. All versions of the attack are safe if they effectively draw in the opponent and leave Seth with frame advantage. However, if the opponent evades the attack by jumping over Seth, he is vulnerable to attack. After a successful Tanden Engine, Seth has enough frame advantage to connect with a wide variety of attacks. The EX version uses half the Super Combo Gauge but gives Seth more frame advantage, allowing him to follow the attack with a Crouching HP to launch the opponent.

Yoga Teleport



Seth's Yoga Teleport is basically the same as Dhalsim's. The **DP** notation with all three Punch buttons moves Seth directly behind the opponent and should be his

most-used Yoga Teleport. All three Kick buttons with the **DP** notation teleport Seth directly in front of the opponent. The **RDP** notation with all the Punch buttons teleports Seth halfway across the screen, forward or backward, depending on Seth's original position. All three Kick buttons and the **RDP** notation teleport him backward the full distance across the screen. If Seth is already a full screen away from the opponent, the RDP Yoga Teleports move him forward, halfway across the screen, or keep him in the same place.



Super Combo

Tanden Storm



Seth is the only character whose Super Combo inflicts more damage than his Ultra Combo. This is because Seth's Ultra Combo doesn't inflict as much damage as most other Ultra Combos, not because Seth's Super Combo inflicts more than other Super Combos. It can be linked to the end of combos following Seth's Sonic Boom or when catching an aerial opponent as they're falling to the ground. However, if the Tanden Storm hits an aerial opponent, it will not inflict maximum damage, even if the opponent is stuck in the corner. Save your Super Combo Gauge for Seth's EX special moves, but because his Ultra Combo doesn't inflict much damage, use the Tanden Storm if you need additional damage at the end of a combo.

Ultra Combo

Tanden Stream



The Tanden Stream doesn't inflict as much damage as most other Ultra Combos, but it can be used to catch opponents as they're falling. It knocks opponents across the screen, potentially setting up corner traps after the Ultra Combo. Use it after Seth's Crouching HP in a combo or if you connect with it as a stand-alone attack. It also works well after an EX Focus Canceled Sonic Boom during a combo or after a Focus Attack stun. Make sure to use Seth's Ultra Combo only in these situations, because he is extremely vulnerable to attack if it misses.



Combos

- Jumping HK, HP, Shoryuken
- Crouching LK, Crouching LP, Crouching LP, Crouching MP, LK Hyakuretsukyaku
- Jumping HK, MP, Sonic Boom, Tanden Storm
- Crouching HP, EX Tanden Engine, Crouching HP, EX Tanden Engine, Crouching HP, Tanden Stream
- Crouching LK, Crouching LP, HP, EX Sonic Boom, EX Focus Cancel, Tanden Stream

Basic Strategies

- Jumping LK and Jumping HK work well as cross-up attacks.
- Jumping MP is a good antiair attack when Seth is airborne and can be followed by a second aerial MP to combo.
- Seth's Shoryuken is a good antiair attack. If it trades with an aerial opponent, you can use various special moves afterward.

In-Depth Strategies

Genocide Shot
↵ or (N) + Light (P) + Light (K)
Death Throw
↵ + Light (P) + Light (K)
Yosokyaku
↓ + Medium (K)
Tenmakujinkyaku
↓ + Heavy (K)
Wall Jump
↗
Sonic Boom
↻ + (P)
Shoryuken
↻ + (P)
Hyakuretsukyaku
↻ + (K)
Tanden Engine
↻ + (P)
Spinning Piledriver
↻ + (P)
Yoga Teleport
↻ or ↵ + (P)(P)(P) or KickX3
Tanden Storm
↻, ↻ + (P)
Tanden Stream
↻, ↻ + (P)(P)(P)

Seth uses replications of other characters' special moves for a majority of his special moves. This allows him to borrow many of the strategies that go along with these special moves to create a unique playing experience. He combines general strategies from Dhalsim, Zangief, Abel, and Akuma, which makes him a formidable opponent. However, his main weakness is his low stun value of 750, lower than any other character in the game. This makes him easily dizzy and susceptible to his opponent's most damaging combos while he is unable to defend himself.

From a distance, Seth can use an LP Sonic Boom to initiate his offense. It has minimal recovery time, allowing Seth to use a Yoga Teleport (DP version) to move directly behind or in front of the opponent. With proper timing, the Sonic Boom connects just after Seth teleports, keeping him relatively safe. However, to avoid telegraphing the Yoga Teleport, use Seth's HP as a mix-up, which is taken from Dhalsim and extends nearly the full length of the screen.

Seth can also zone with the Sonic Boom by varying the attack's speed. If an opponent attempts to jump over the projectile, use the Shoryuken or Jumping MP to knock them out of the air. You must anticipate the opponent's jump to effectively use Jumping MP as an antiair attack, but if it connects, you can use a second Jumping MP to combo similar to M. Bison's Hell Attack. If you hit the opponent when they're high in the jump or in the corner, you can connect with an Ultra Combo after the aerial attacks.

When jumping in on an opponent, Jumping HK and Jumping LK are good cross-up attacks, and the Tenmakujinkyaku dive kick works just like Akuma's and gives Seth frame advantage when blocked. Use this to set up combos or throws, especially the Spinning Piledriver (SPD). The Tenmakujinkyaku into the SPD works very well thanks to the frame advantage from the Tenmakujinkyaku, and it can be mixed up with a Crouching LK or Crouching LP to go into a combo. Crouching HP also works in this situation, but it's only safe from maximum range, so watch your distance when you land from the Tenmakujinkyaku. If you connect with Crouching HP, you can cancel it after the first hit and transition into one of Seth's special moves, or you can use Seth's Ultra Combo after the second hit launches the opponent into the air.



Frame Data

All the characters from the arcade version of *Street Fighter IV* have a detailed listing of frame data:

Execution: The number of frames it takes from the moment the attack command is input to the earliest possible moment it connects with an opponent.

Active: The number of frames an attack can hit an opponent after it has been executed.

Recovery: The number of frames it takes for the character to recover from an attack before another command can be input.

Block Advantage: When an attack is blocked, this is the amount of frame advantage gained.

Hit Advantage: When an attack connects, this is the amount of frame advantage gained.

Block Stun: When an attack is blocked, this is the number of frames the opponent is stunned.

Hit Stun: When an attack connects, this is the number of frames the opponent is stunned.

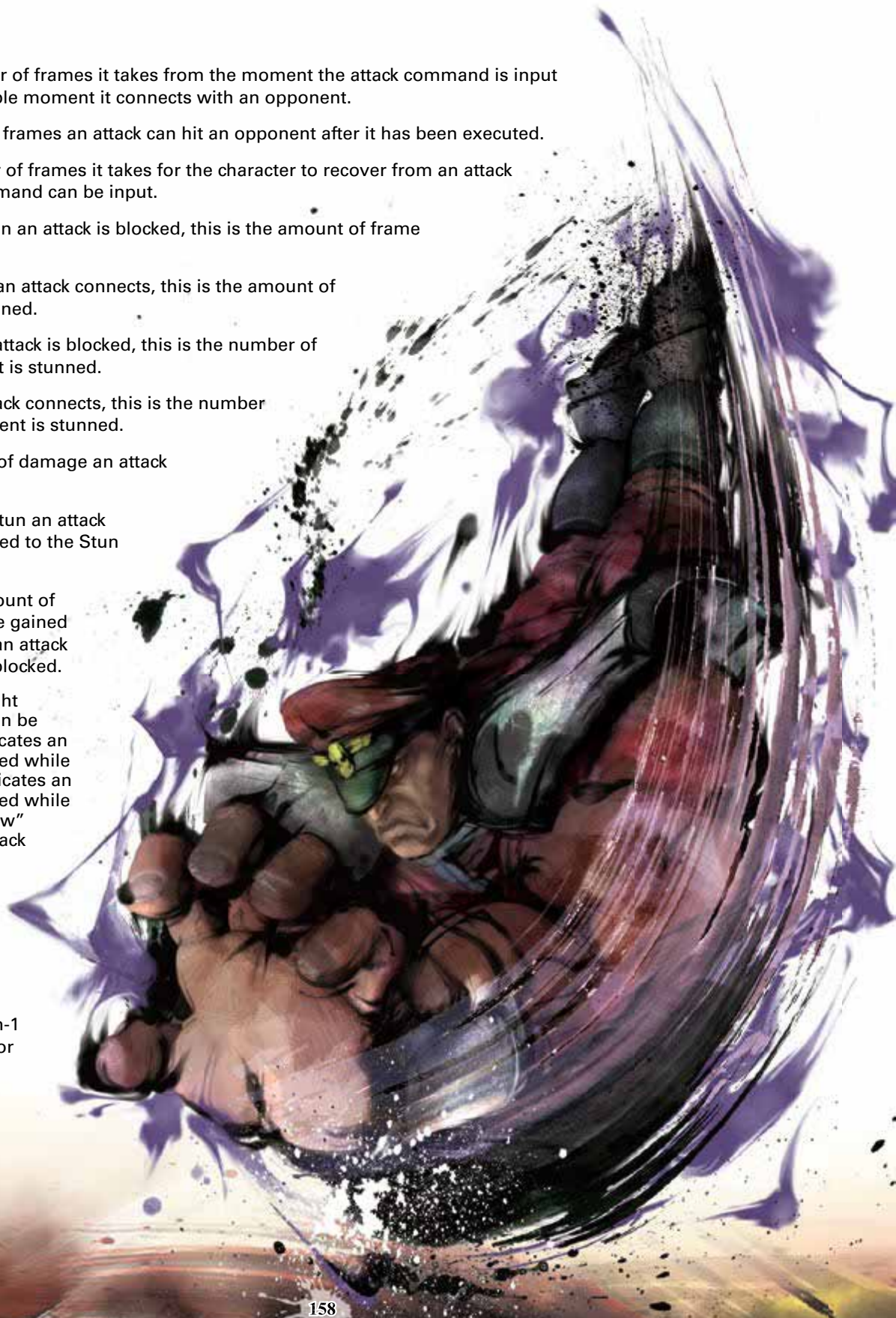
Damage: The amount of damage an attack inflicts.

Stun: The amount of stun an attack inflicts (directly related to the Stun value).

Super Gauge: The amount of Super Combo Gauge gained by connecting with an attack or having an attack blocked.

Block Height: The height at which an attack can be blocked. "High" indicates an attack must be blocked while standing; "Low" indicates an attack must be blocked while crouching; "High, Low" indicates that the attack can be blocked while standing or crouching.

Combo Ability:
Determines which attacks can be followed by a linked basic attack, or a 2-in-1 into a special move or a Super Combo.



NOTE

Parentheses in the Active column indicate any nonhitting frames of an attack. For example, during a Super Combo, the preset animation for the attack may include a dash or some other animation that does not hit the opponent. Parentheses in the Stun and Damage columns indicate two possible values, depending on when the attack connects.

Some attacks consist of multiple hits. Each hit is listed as an individual number for Damage, Stun, and other similar values. For some multihit attacks that can be blocked high or low (High, Low), the final hit must be blocked either high or low. These attacks are listed with multiple "High, Low" indications, followed by a single height indicator. For example, "High, Low, High, Low, High, Low, Low" represents a four-hit attack in which the first three hits can be blocked high or low, and the final hit must be blocked low. This is the only time you will see multiple "High, Low" indications in the Block Height column.

The amount of Super Combo Gauge gained for certain attacks varies if the attack hits or is blocked. When multiple numbers are listed, the first number is the amount gained if the attack is blocked, and any additional numbers represent the amount gained when the attack hits.

A Level 2 Focus Attack consists of two execution numbers. The first is the amount of frames required to reach a Level 2 Focus Attack while holding MP and MK, and the second is the execution frames after releasing the two buttons.

Many aerial attacks have a two-number equation for the Recovery column. These numbers consist of the recovery time while in the air and the recovery time upon landing. Super Combos and Ultra Combos with a two-number equation in the Execution column indicate the number of frames for the period the game pauses and the screen darkens, and the number of frames following this period until the attack connects.



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	3(8)3	11	-3	0	13, 10	16, 13	30, 20	20, 20	25, 15	High, Low	Chain/Special Move/Super Combo, Super Combo
Close MP	5	3(8)2	14	-2	4	13	16, 19	50, 50	40, 20	50, 30	High, Low	Special Move/Super Combo, Super Combo
Close HP	4	3(8)2	20	-4	0	17	22, 21	100, 100	60, 20	80, 30	High, Low	Special Move/Super Combo, Super Combo
Close LK	5	2	9	0	3	10	13	50	20	30	High, Low	—
Close MK	7	2	16	-4	-1	13	16	100	40	70	High, Low	Special Move/Super Combo
Close HK	6	6	16	-4	0	17	21	150	60	100	High, Low	—
Far LP	5	3	5	3	6	10	13	50	20	30	High, Low	Chain/Super Combo
Far MP	5	6	11	-3	0	13	16	100	40	80	High, Low	Super Combo
Far HP	12	3	17	-2	2	17	21	200	60	130	High, Low	—
Far LK	5	3	8	0	3	10	13	50	20	40	High, Low	—
Far MK	8	3	15	-4	-1	13	16	100	40	80	High, Low	—
Far HK	14	2	19	-3	1	17	21	200	60	100	High, Low	—
Crouching LP	5	2	6	3	6	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	7	3	10	1	4	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	8	2, 2	22	-6	—	17	22	100, 50	60, 20	70, 40	High, Low	Special Move/Super Combo
Crouching LK	5	3	7	1	4	10	13	50	20	20	Low	Chain/Special Move/Super Combo
Crouching MK	8	5	13	-4	-1	13	16	100	40	60	High	Special Move/Super Combo
Crouching HK	11	3	25	-10	—	17	—	200	60	100	Low	Special Move/Super Combo
Vertical Jumping LP	5	4	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	5	6	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HP	5	4	—	—	—	15	18	200	60	100	High	—
Vertical Jumping LK	5	8	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	4	6	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	5	4	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	5	8	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	5	10	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	5	8	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	4	5	—	—	—	8	11	50	20	50	High	—
Angled Jumping MK	5	6	—	—	—	11	15	100	40	70	High	—
Angled Jumping HK	5	5	—	—	—	15	18	200	60	110	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+13	2	35	-15	—	21	—	150	40	80	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	140	—	—
Drop Throw	3	2	20	—	—	—	—	140	40	130	—	—
Pincer Throw	3	2	20	—	—	—	—	140	40	130	—	—
Overhead	6	6	16	-4	0	17	21	150	60	100	High, Low	—
Forward Kick	7	2	16	0	3	17	20	100	40	80	High, Low	Chain
LP Change of Direction	14	3	29	-7	-2	24	29	50	20/30	30	High, Low	Super Combo
MP Change of Direction	16	3	25	-3	2	24	29	50	20/30	35	High, Low	Super Combo
HP Change of Direction	17	3	25	-3	2	24	29	50	20/30	40	High, Low	Super Combo
EX Change of Direction	16	3	25	-3	2	24	29	50	—	40	High, Low	Super Combo
Second Mid	15	4	28	-9	-4	22	27	50	10/20	40	High	—
Second Low	22	4	24	-5	-1	22	26	50	20/30	50	Low	Super Combo
Finish Mid	10	2	44	-35	—	10	—	40	10/30	80	High	—
Finish Low	22	2	53	-44	—	10	—	100	30/30	150	Low	—
LK Wheel Kick	20	7	2+19	-8	-3	17	22	200	30/40	120	High	—
MK Wheel Kick	24	7	2+20	-9	-4	17	22	200	30/40	140	High	—
HK Wheel Kick	27	7	1+22	-10	-5	17	22	200	30/40	160	High	—
EX Wheel Kick	17	7, 3	2+19	-6	-1	17	22	100, 100	—	120, 60	High	—
LK Marseilles Roll	—	—	27	—	—	—	—	—	20/0	—	—	—
MK Marseilles Roll	—	—	30	—	—	—	—	—	20/0	—	—	—
HK Marseilles Roll	—	—	32	—	—	—	—	—	20/0	—	—	—
EX Marseilles Roll	—	—	32	—	—	—	—	—	—	—	—	—
LP Falling Sky	5	2	31	—	—	—	—	100	30/0, 100	0, 140	—	—
MP Falling Sky	6	4	31	—	—	—	—	150	30/0, 100	0, 150	—	—
HP Falling Sky	9	6	31	—	—	—	—	200	30/0, 100	0, 160	—	—
EX Falling Sky	6	2	31	—	—	—	—	150	—	0, 160	—	—
LP Tornado Throw	5	2	51	—	—	—	—	100	30/80	180	—	—
MP Tornado Throw	5	2	45	—	—	—	—	140	30/80	200	—	—
HP Tornado Throw	5	2	39	—	—	—	—	200	30/80	220	—	—
EX Tornado Throw	5	2	54	—	—	—	—	150	—	200	—	—
Heartless	1+5	2	41	-32	—	10	—	0	—	0, 335	High, Low	—
Soulless	1+13	2	46	-30	—	17	—	0	—	40, 325	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	6	3	6	10	13	50	20	30	High, Low	Chain/Special Move/ Super Combo
Close MP	3	2	13	-1	4	13	18	100	40	70	High, Low	Special Move/Super Combo
Close HP	4	2	26	-10	-6	17	21	200	60	100	High, Low	Special Move/Super Combo
Close LK	5	2	7	2	5	10	13	50	20	40	High, Low	Chain
Close MK	5	2	14	-2	1	13	16	100	40	70	High, Low	Super Combo
Close HK	6	2(4)4	17	-3	2	17	21, 22	125, 75	60, 20	40, 70	High, Low	Super Combo
Far LP	3	2	5	4	7	10	13	50	20	30	High, Low	Chain/Special Move/ Super Combo
Far MP	4	2	13	-1	2	13	16	100	40	80	High, Low	Super Combo
Far HP	6	3	16	-1	3	17	22	200	60	120	High, Low	—
Far LK	3	2	8	1	4	10	13	50	20	40	High, Low	—
Far MK	9	2	13	-1	2	13	16	100	40	80	High, Low	—
Far HK	7	2(8)2	16	0	5	17	22	125, 75	60, 20	50, 60	High, Low	—
Crouching LP	3	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/ Super Combo
Crouching MP	4	3	9	2	5	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	6	4	23	-9	-4	17	22	200	60	100	High, Low	Special Move/Super Combo
Crouching LK	4	2	9	0	3	10	13	50	20	20	Low	Chain/Special Move/ Super Combo
Crouching MK	5	3	13	-2	1	13	16	100	40	70	Low	Special Move/Super Combo
Crouching HK	6	3	24	-9	—	17	—	200	60	110	Low	—
Vertical Jumping LP	4	7	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	5	3	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HP	6	3	—	—	—	15	18	200	60	100	High	—
Vertical Jumping LK	5	6	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	6	4	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	5	3	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	4	7	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	5	3	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	6	3	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	4	6	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	6	3	—	—	—	11	15	100	40	70	High	—
Angled Jumping HK	7	3	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	80	High, Low	—
Focus Attack (Level 3)	65	2	40	—	—	—	—	200	60	140	—	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Goshoha	3	2	20	—	—	—	—	120	40	130	—	—
Syuretto	3	2	20	—	—	—	—	120	40	130	—	—
Zugaihasatsu	17	2, 2	17	-5	0	13	18	50, 50	40, 20	30, 50	High	—
Tenmaku-jinkyaku	12	—	—	—	—	10	13	100	40	60	High	—
Gohadoken	14	—	44	-4	0	18	22	100	10/20	60	High, Low	Super Combo
EX Gohadoken	14	—	44	-1	—	13	—	100, 100	0/0	60, 60	High, Low	Super Combo
LP Shakunetsu Hadoken	25	—	50	-4	—	13	—	100	20/30	50	High, Low	Super Combo
MP Shakunetsu Hadoken	25	—	57	-3	—	13	—	100, 100	20/16, 20/16	50, 50	High, Low	Super Combo
HP Shakunetsu Hadoken	25	—	63	-1	—	13	—	50, 50, 100	20/16, 20/16, 20/16	50, 50, 50	High, Low	Super Combo
EX Shakunetsu Hadoken	25	—	50	12	—	13	—	100, 100, 100	0/0	60, 60, 60	High, Low	Super Combo
Zanku Hadoken	14	—	14	—	—	20	24	50	10/20	40	High, Low	—
EX Zanku Hadoken	8	—	7	—	—	20	24	50	0/0	40, 40	High, Low	—
LP Goshoryuken	3	14	17+18	-28	—	20	—	200	30/40	130[70]	High, Low	Super Combo
MP Goshoryuken	3	2, 12	25+18	-34	—	20	24	100, 100	30/16, 30/16	80, 80	High, Low	Super Combo
HP Goshoryuken	3	2, 2, 12	28+18	-37	—	20	24	100, 50, 50	30/30, 10, 10	80, 60, 50	High, Low	Super Combo
EX Goshoryuken	3	2, 2, 12	28+18	-37	—	20	—	100, 50, 50	0/0	80, 60, 50	High, Low	Super Combo
LK Tatsumaki Zankukyaku	11	2(6)2	12+8	-9	—	20	—	100	20/20	70	High, Low	—
MK Tatsumaki Zankukyaku	5	2(5)2(5)2(5)1	16+12	-8	—	20	24	100, 50, 50	20/20, 10, 10	80, 40, 40	High, Low	Super Combo
HK Tatsumaki Zankukyaku	5	—	13+8	-1	—	20	24	100, 50, 50, 50	20/20, 10, 10, 10	80, 40, 40, 40	High, Low	Super Combo
EX Tatsumaki Zankukyaku	11	—	18+3	-1	—	20	—	50	0/0	40, 40, 40, 40, 40	High, Low	—
Aerial Tatsumaki Zankukyaku	9	2(6)2(6)2	10	—	—	20	—	50	10/30	???	High, Low	—
EX Aerial Tatsumaki Zankukyaku	7	—	4	—	—	20	—	50	0/0	40, 40, 40, 40, 40	High, Low	—
Hyakishu	—	—	—	—	—	—	—	—	20	—	—	—
Hyakigozan	39+7	15	14	-11	—	17	—	200	-/40	100	Low	—
Hyakigoshu	27+8	2	4	—	—	17	—	200	-/30	110	High	—
Hyakigojin	27+11	—	4	—	—	17	21	100	-/30 HL	70	High, Low	—
Hyakigosai	27+3	2	4	—	—	—	—	200	-/60	150	—	—
Ashura Senku (PunchX3)	—	57	—	—	—	—	—	—	—	—	—	—
Ashura Senku (KickX3)	—	—	49	—	—	—	—	—	—	—	—	—
Raging Demon	1+0	35	13	—	—	—	—	0	0/0	330	—	—
Wrath of the Raging Demon	1+4	33	19	—	—	—	—	0	0/0	400	—	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	7	2	5	10	13	50	20	20	High, Low	Chain/Special Move/ Super Combo
Close MP	6	4	12	-2	1	13	16	100	40	80	High, Low	Super Combo
Close HP	5	5	16	-3	2	17	22	200	60	120	High, Low	Super Combo
Close LK	3	2	7	2	5	10	13	50	20	40	High, Low	Chain/Special Move/ Super Combo
Close MK	5	4	13	-3	0	13	16	100	40	90	High, Low	Special Move/Super Combo
Close HK	7	2	13	3	7	17	21	300	60	100	High, Low	Super Combo
Far LP	4	2	4	5	8	10	13	50	20	20	High, Low	Chain/Special Move/ Super Combo
Far MP	7	2	16	-4	-1	13	16	100	40	90	High, Low	Super Combo
Far HP	9	4	21	-7	-3	17	21	200	60	100	High, Low	—
Far LK	4	2	10	-1	2	10	13	50	20	40	High, Low	Chain/Special Move
Far MK	9	3	12	-1	2	13	16	100	40	90	High, Low	Super Combo
Far HK	8	2	20	-4	0	17	21	200	60	110	High, Low	—
Crouching LP	3	2	5	4	7	10	13	50	20	20	High, Low	Chain/Special Move/ Super Combo
Crouching MP	7	4	12	-2	1	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	7	5	21	-8	-3	17	22	200	60	110	High, Low	Super Combo
Crouching LK	4	2	9	0	3	10	13	50	20	30	Low	Special Move/Super Combo
Crouching MK	8	2	8	4	7	13	16	100	40	70	Low	Super Combo
Crouching HK	8	2	22	-6	—	17	—	120	60	90	Low	Super Combo
Vertical Jumping LP	5	2	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	5	4	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HP	5	9	—	—	—	15	18	200	60	110	High	—
Vertical Jumping LK	5	3	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	6	2	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	5	2	—	—	—	15	18	200	60	110	High	—
Angled Jumping LP	4	3	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	7	3	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	6	7	—	—	—	15	18	200	60	110	High	—
Angled Jumping LK	5	6	—	—	—	8	11	50	20	50	High	—
Angled Jumping MK	7	2	—	—	—	11	15	100	40	80	High	—
Angled Jumping HK	8	6	—	—	—	15	18	200	60	110	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	90	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	120	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	170	—	—
Head Bomber	3	2	20	—	—	—	—	160	40	140	—	—
Lever Break	3	2	20	—	—	—	—	140	—	140	—	—
LP Dash Straight	13(4)	7	17	-3	-2	20	21	100	20/30	100	High, Low	Super Combo
MP Dash Straight	22(7)	6	19	-6	-1	18	23	150	20/30	110	High, Low	Super Combo
HP Dash Straight	35(7)	6	20	-8	-1	17	24	200	20/30	120	High, Low	Super Combo

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
EX Dash Straight	35(7)	6	17	-2	2	20	24	200	—	120	High, Low	Super Combo
LK Dash Upper	14(5)	4	20	-3	-1	20	22	100	20/30	100	High, Low	Super Combo
MK Dash Upper	22(7)	4	20	-5	1	18	24	150	20/30	110	High, Low	Super Combo
HK Dash Upper	35(7)	4	21	-7	1	17	25	200	20/30	120	High, Low	Super Combo
EX Dash Upper	35(7)	4	18	-1	4	20	25	200	—	120	High, Low	Super Combo
LP Dash Low Straight	22(13)	8	21	-8	—	20	—	100	20/30	90	Low	Super Combo
MP Dash Low Straight	29(14)	8	21	-10	—	18	—	150	20/30	100	Low	Super Combo
HP Dash Low Straight	42(14)	8	21	-11	—	17	—	200	20/30	110	Low	Super Combo
EX Dash Low Straight	42(14)	8	17	-4	—	20	—	200	—	110	Low	Super Combo
LK Dash Low Smash	21(12)	8	20	-5	—	22	—	100	20/30	100	High, Low	Super Combo
MK Dash Low Smash	28(13)	8	20	-7	—	20	—	150	20/30	110	High, Low	Super Combo
HK Dash Low Smash	41(13)	8	20	-9	—	18	—	200	20/30	120	High, Low	Super Combo
EX Dash Low Smash	41(13)	8	16	-1	—	22	—	200	—	120	High, Low	Super Combo
LP Dash Swing Blow	31(22)	5	21	-5	10	20	35	100	20/30	80	High	Super Combo
MP Dash Swing Blow	38(23)	5	21	-7	10	18	35	150	20/30	90	High	Super Combo
HP Dash Swing Blow	51(23)	5	21	-8	10	17	35	200	20/30	100	High	Super Combo
EX Dash Swing Blow	51(23)	5	21	-5	10	20	35	200	—	100	High	Super Combo
LP Buffalo Head	8	11	10+13	-13	—	20	—	200	30/40	130	High, Low	—
MP Buffalo Head	10	11	10+13	-13	—	20	—	200	30/40	140	High, Low	—
HP Buffalo Head	12	11	9+13	-12	—	20	—	200	30/40	160	High, Low	—
EX Buffalo Head	12	11	9+13	-12	—	20	—	200	—	150	High, Low	—
Turn Punch (Level 1)	30	7	13	-2	2	17	21	200	30/40	130	High, Low	Super Combo
Turn Punch (Level 2)	30	7	16	-5	-1	17	21	210	30/40	150	High, Low	Super Combo
Turn Punch (Level 3)	30	8	18	-8	-4	17	21	220	30/40	180	High, Low	Super Combo
Turn Punch (Level 4)	30	9	21	-12	-8	17	21	230	30/40	210	High, Low	Super Combo
Turn Punch (Level 5)	30	10	22	-14	-10	17	21	240	30/40	250	High, Low	Super Combo
Turn Punch (Level 6)	30	11	24	-17	-13	17	21	250	30/40	280	High, Low	Super Combo
Turn Punch (Level 7)	30	12	26	-20	-16	17	21	260	30/40	410	High, Low	Super Combo
Turn Punch (Level 8)	30	13	29	-24	-20	17	21	270	30/40	460	High, Low	Super Combo
Turn Punch (Level 9)	30	15	32	-29	-25	17	21	280	30/40	510	High, Low	Super Combo
Turn Punch (Level 10)	30	16	36	-34	-30	17	21	290	30/40	560	High, Low	Super Combo
Crazy Buffalo	1+9	6(8)6(7)6(8) 6(15)3	13	-14	—	17, 17, 17, 17, 19	21, 21, 21, 21	0	—	60, 60, 60, 60, 105	High, Low	—
Violent Buffalo	1+10	3, 3(8)3, 3(7)3, 3(8)3, 3(15), 3(15), 3(15)	39	-25	—	17	21	0	—	30, 30, 30, 30, 30, 30, 30, 30, 35, 35, 35	High, Low	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	10	-1	2	10	13	50	20	30	High, Low	Special Move/ Super Combo
Close MP	6	2	10	2	5	13	16	100	40	80	High, Low	Super Combo
Close HP	7	4	22	-7	-1	18	24	200(150)	60	110(90)	High, Low	Super Combo
Close LK	4	3	10	-2	1	10	13	50	20	40	High, Low	Special Move/ Super Combo
Close MK	5	2(3)2	12	0	3	13	16	50, 50	40, 20	40, 40	High, Low	Super Combo
Close HK	7	6	19	-6	-1	18	23	200(150)	60	100(80)	High, Low	Super Combo
Far LP	3	2	9	0	3	10	13	50	20	30	High, Low	Special Move/ Super Combo
Far MP	7	4	9	1	4	13	16	100	40	80	High, Low	Super Combo
Far HP	7	6	20	-7	-2	18	23	200	60	120	High, Low	—
Far LK	5	2	12	-3	0	10	13	50	20	30	High, Low	Super Combo
Far MK	5	2	19	-7	-4	13	16	100	40	90	High, Low	Super Combo
Far HK	3	6	23	-10	-5	18	23	200(150)	60	100(80)	High, Low	—
Crouching LP	4	2	9	0	3	10	13	50	20	30	High, Low	Special Move/ Super Combo
Crouching MP	7	4	15	-5	-2	13	16	100	40	60	High, Low	Super Combo
Crouching HP	8	4	25	-10	-4	18	24	200	60	100	High, Low	Super Combo
Crouching LK	4	3	7	1	4	10	13	50	20	30	Low	Special Move/ Super Combo
Crouching MK	5	2	11	1	4	13	16	100	40	70	Low	Special Move/ Super Combo
Crouching HK	6	5	21	-7	—	18	—	150	60	90	Low	Super Combo
Vertical Jumping LP	5	7	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MP	6	3	—	—	—	11	15	100	40	70	High	—
Vertical Jumping HP	4	3	—	—	—	17	20	200	60	120	High	—
Vertical Jumping LK	4	3	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	5	5	—	—	—	11	15	100	40	60	High	—
Vertical Jumping HK	7	7	—	—	—	17	20	200	60	120	High	—
Angled Jumping LP	5	7	—	—	—	8	11	50	20	40	High	—
Angled Jumping MP	6	5	—	—	—	11	15	100	40	70	High	—
Angled Jumping HP	5	4	—	—	—	17	20	200	60	110	High	—
Angled Jumping LK	5	5	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	5	5	—	—	—	11	15	100	40	60	High	—
Angled Jumping HK	7	6	—	—	—	17	20	200	60	110	High	—
Focus Attack (Level 1)	20	2	38	-24	-24	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+11	2	38	-18	—	21	—	150	40	90	High, Low	—
Focus Attack (Level 3)	63	2	39	—	—	—	—	200	60	150	—	—
Wild Fang	3	2	20	—	—	—	—	140	40	130	—	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Jungle Wheel	3	2	20	—	—	—	—	120	40	120	—	—
Rock Crusher	8	2(1)5	12	-3	2	13	18	50, 50	40, 20	50, 40	High, Low	Special Move/ Super Combo
Amazon River Run	10	19	16	-14	—	20	—	200	60	100	Low	—
Surprise Forward	—	—	25	—	—	—	—	—	—	—	—	—
Surprise Back	—	—	29	—	—	—	—	—	—	—	—	—
Coward Crouch	—	—	53 - 90	—	—	—	—	—	—	—	—	—
LP Rolling Attack	6	18	4+2	-24	-15	17	26	100	30/30	100	High, Low	Super Combo
MP Rolling Attack	6	33	4+2	-24	-15	17	26	150	30/30	110	High, Low	Super Combo
HP Rolling Attack	6	33	4+3	-24	-15	17	26	200	30/30	120	High, Low	Super Combo
EX Rolling Attack	6	33	4+3	-24	-15	17	26	150	—	110	High, Low	Super Combo
LK Backstep Roll	28	25	6	—	—	17	—	200	30/40	110	High, Low	—
MK Backstep Roll	28	29	6	—	—	17	—	200	30/40	120	High, Low	—
HK Backstep Roll	28	33	6	—	—	17	—	200	30/40	130	High, Low	—
EX Backstep Roll	28	33	6	—	—	17	—	200	—	120	High, Low	—
LK Vertical Roll	4	18	43+2	-21	-17	20	24	200	30/30	100	High, Low	—
MK Vertical Roll	4	15	45+7	-21	-17	20	24	200	30/30	110	High, Low	—
HK Vertical Roll	4	12	46+4	-21	-17	20	24	200	30/30	120	High, Low	—
EX Vertical Roll	4	18	50+7	-21	-17	20	24	200	—	120	High, Low	—
LP Electric Thunder	5	[4(4)], [4(4)], [4(4)], 4	9	5	—	20	—	200	20/20	120	High, Low	Super Combo
MP Electric Thunder	7	[2(2)], [2(2)], [2(2)], [2(2)], [2(2)], [2(2)], [2(2)], 2	9	8	—	20	—	200	20/20	130	High, Low	Super Combo
HP Electric Thunder	10	[1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], 2	9	10	—	20	—	200	20/20	140	High, Low	Super Combo
EX Electric Thunder	10	[1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], [1(1)], 2	11	8	—	20	—	200	—	150	High, Low	Super Combo
Ground Shave Roll	1+4	16, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1	12	-34	—	22	—	0	—	100, 100, 100, 100, 100	High, Low	—
Lightning Cannonball	1+3	2(20)26, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1	17	-41	—	22	—	0	—	0, 100, 100, 100, 100, 100	Low, High, High, Low, Low, Low, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	3	2	7	2	5	10	13	50	20	20	High, Low	Special Move/ Super Combo
Close MP	4	3(6)3	14	-3	0	13	16	50, 50	40, 20	40, 40	High, Low	Special Move/ Super Combo
Close HP	4	4	21	-7	-3	17	21	200	60	90	High, Low	Special Move/ Super Combo
Close LK	3	2	8	1	4	10	13	50	20	40	High, Low	Special Move/ Super Combo
Close MK	4	3(7)2, 2	16	-4	-1	13	16	50, 25, 25	40, 20, 20	30, 20, 20	High, Low, High, High	Special Move/ Super Combo
Close HK	4	3	18	-3	2	17	22	200	60	100	High, Low	Special Move/ Super Combo
Far LP	3	2	6	3	6	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Far MP	7	2	10	2	5	13	16	100	40	70	High, Low	Special Move/ Super Combo
Far HP	6	3	16	-1	3	17	21	200	60	100	High, Low	—
Far LK	4	2	10	-1	2	10	13	50	20	30	High, Low	—
Far MK	7	3	13	-2	1	13	16	100	40	70	High, Low	—
Far HK	11	3	20	-5	-1	17	21	200	60	100	High, Low	—
Crouching LP	3	3	5	3	6	10	13	50	20	40	High, Low	Chain/Special Move/Super Combo
Crouching MP	10	5	12	-3	0	13	16	100	40	60	High, Low	—
Crouching HP	7	2(6)2	18	-2	2	17	21	100, 100	60, 60	50, 50	High, Low	Special Move/ Super Combo
Crouching LK	3	4	8	-1	2	10	13	50	20	30	Low	Chain
Crouching MK	5	3	11	0	3	13	16	100	40	80	Low	Special Move/ Super Combo
Crouching HK	7	4	19	-5	—	17	—	200	60	90	Low	—
Vertical Jumping LP	6	6	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MP	4	3	—	—	—	11	15	100	40	70	High	—
Vertical Jumping HP	5	2(2)2	—	—	—	15	18	150, 150	60, 60	70, 70	High	—
Vertical Jumping LK	3	7	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	4	6	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	4	8	—	—	—	15	18	200	60	90	High	—
Angled Jumping LP	3	6	—	—	—	8	11	50	20	40	High	—
Angled Jumping MP	5	3	—	—	—	11	15	100	40	70	High	—
Angled Jumping HP	5	8	—	—	—	15	18	150	60	70	High	—
Angled Jumping LK	4	10	—	—	—	8	11	50	20	30	High	—
Angled Jumping MK	5	5	—	—	—	11	15	100	40	60	High	—
Angled Jumping HK	4	5	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Focus Attack (Level 2)	17+14	2	35	-21	—	21	—	150	40	80	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	120	—	—
Koshuto	3	2	20	—	—	—	—	100	40	140	—	—
Kirinshu	3	2	20	—	—	—	—	100	40	140	—	—
Ryuseiraku	3	2	—	—	—	—	—	150	40	150	—	—
Overhead	4	3(7)2, 2	16	-4	-1	13	16	50, 25, 25	40, 20, 20	30, 20, 20	High, Low, High, High	Special Move/ Super Combo
Kakukyakuraku	37	7	5	2	6	13	17	200	60	100	High	—
Rear Spin Kick	10	2	17	-5	-2	13	16	50	20	40	High, Low	—
Kakusenshu	15	3	13	-2	1	13	16	100	40	80	High, Low	—
Kintekishu	9	4	16	-6	-3	13	16	50	40	50	High, Low	—
Tenkukyaku	13	3	39	-28	—	13	16	50	20	50	High, Low	Super Combo
Tenshyokyaku	4	4(2)1(4) 2(4)1(5)1	9+15	—	—	17	—	50 per hit	20 per hit	20 per hit	High, Low	—
Yosokyaku	2	3	—	—	—	11	15	50	40	60	High	—
LK Hyakuret-sukyaku	4	—	17	2	6	20	24	20 per hit	20/10 per hit	15 per hit	High, Low	Super Combo
MK Hyakuret-sukyaku	7	—	20	0	4	20	24	25 per hit	20/10 per hit	15 per hit	High, Low	Super Combo
HK Hyakuret-sukyaku	7	—	21	-2	2	20	24	30 per hit	20/10 per hit	15 per hit	High, Low	Super Combo
EX Hyakuret-sukyaku	4	—	19	1	—	20	24	50, 50, 50, 50	—	50, 50, 50, 50	High, Low	Super Combo
LP Kikoken	14	100	44	-4	0	18	22	50	20/20	50	High, Low	Super Combo
MP Kikoken	12	77	41	-3	1	18	22	75	20/20	60	High, Low	Super Combo
HP Kikoken	10	44	41	-5	-1	18	22	100	20/20	70	High, Low	Super Combo
EX Kikoken	10	50	48	-4	0	18	22	50, 50	—	50, 50	High, Low	Super Combo
LK Hazanshu	23	2	20	-1	4	20	25	100	30/40	100	High	Super Combo
MK Hazanshu	25	2	19	0	5	20	25	150	30/40	120	High	Super Combo
HK Hazanshu	26	2	20	-1	4	20	25	200	30/40	150	High	Super Combo
EX Hazanshu	26	2	20	-1	—	20	—	200	—	200	High	Super Combo
LK Spinning Bird Kick	13	2(2)1(5) 2(4)2(4)2	10+11	-2	2	20	24	50, 50, 50, 50, 50	20/10	40, 40, 40, 40, 40	High, Low	—
MK Spinning Bird Kick	14	2(2)1(5)1(5) 2(4)2(6)1(5)2	10+11	-2	2	20	24	40, 40, 40, 40, 40, 40, 40	20/10	30, 30, 30, 30, 30, 30, 30	High, Low	—
HK Spinning Bird Kick	22	1(2)1(5)2(4) 2(4)2(6)2(3) 2(5)2(4)2	11+12	-4	0	20	24	30, 30, 30, 30, 30, 30, 30, 30, 30	20/10	30, 30, 30, 30, 30, 30, 30, 30, 30	High, Low	—
EX Spinning Bird Kick	6	2(1)2(3) 2(4)2(3)2	9+9	-18	—	20	—	50, 50, 50, 50, 50	—	30, 30, 30, 30, 30	High, Low	—
Senretsukyaku	1+1	2(13)1(3) 1(5)1(3)1(5) 1(3)1(5)1(17)2	—	—	—	20	—	0	—	30, 30, 30, 30, 30, 30, 30, 100	High, Low	—
Hosenka	1+6	2(7)2(5)2(5) 2(5)2(5)2(5) 1(6)1(22)3	65	-47	—	20	—	0	—	20, 20, 20, 20, 20, 20, 20, 20, 20, 180	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	7	2	5	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Close MP	5	2	9	3	6	13	16	100	40	60	High, Low	Special Move/Super Combo
Close HP	9	2	16	0	5	17	22	200	60	90	High, Low	Special Move/Super Combo
Close LK	5	1	7	3	6	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Close MK	7	4	11	-1	2	13	16	100	40	60	High, Low	Special Move/Super Combo
Close HK	12	1(8)3	17	-2	3	17	22	125, 75	60, 20	40, 60	High, Low	Super Combo
Far LP	6	2	7	2	5	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Far MP	7	2	12	0	3	13	16	100	40	70	High, Low	Super Combo
Far HP	14	4	16	-1	4	17	22	200	60	100	High, Low	—
Far LK	6	2	8	1	4	10	13	50	20	30	High, Low	Special Move/Super Combo
Far MK	8	3	11	0	3	13	16	100	40	60	High, Low	—
Far HK	11	6	15	-1	3	17	21	200	60	100	High, Low	—
Crouching LP	4	2	10	-1	2	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Crouching MP	5	3	9	2	5	13	16	100	40	60	High, Low	Special Move/Super Combo
Crouching HP	8	2	18	-2	2	17	21	200	60	90	High, Low	Special Move/Super Combo
Crouching LK	5	2	12	-3	0	10	13	50	20	20	Low	Chain/Special Move/Super Combo
Crouching MK	7	3	16	-5	-2	13	16	100	40	60	Low	Special Move/Super Combo
Crouching HK	12	3	18	-3	—	17	—	200	60	100	Low	—
Vertical Jumping LP	5	7	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MP	7	6	—	—	—	11	15	100	40	70	High	Special Move
Vertical Jumping HP	8	6	—	—	—	15	18	200	60	90	High	Special Move
Vertical Jumping LK	6	5	—	—	—	8	11	50	20	30	High	Special Move
Vertical Jumping MK	9	5	—	—	—	11	15	100	40	70	High	—
Vertical Jumping HK	7	7	—	—	—	15	18	200	60	90	High	—
Angled Jumping LP	7	6	—	—	—	8	11	50	20	40	High	—
Angled Jumping MP	8	5	—	—	—	11	15	100	40	70	High	Special Move

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping HP	8	5	—	—	—	15	18	200	60	90	High	—
Angled Jumping LK	7	7	—	—	—	8	11	50	20	40	High	Special Move
Angled Jumping MK	7	4	—	—	—	11	15	100	40	60	High	—
Angled Jumping HK	6	7	—	—	—	15	18	200	60	900	High	Special Move
Focus Attack (Level 1)	26	2	40	-26	-26	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+17	2	40	-20	—	21	—	150	40	90	High, Low	—
Focus Attack (Level 3)	70	2	40	—	—	—	—	200	60	150	—	—
Ab Fitness	3	2	20	—	—	—	—	100	40	130	—	—
Temple Massage	3	2	20	—	—	—	—	160	60	120	—	—
Viper Elbow	20	5	3+8	-2	1	13	16	100	40	70	High	—
Double Kick	12	1(8)3	17	-2	3	17	22	125, 75	60, 20	40, 60	High, Low	Super Combo
LP Thunder Knuckle	16	6	21	-2	2	20	24	150	20/30	100	High, Low	Super Combo
MP Thunder Knuckle	14	4	20	-1	3	20	24	200	20/30	120	High, Low	Super Combo
HP Thunder Knuckle	7	16	14+13	-22	—	20	—	150	30/40	70	High, Low	Super Combo
EX Thunder Knuckle	27	17	38	-5	—	32	—	100, 100	—	60, 60	High, Low	Super Combo
LK Burning Kick	23	4	17	0	—	20	—	100	20/30	100	High, Low	—
MK Burning Kick	25	3	17	1	—	20	—	100	20/30	100	High, Low	—
HK Burning Kick	27	2	17	2	—	20	—	100	20/30	100	High, Low	—
EX Burning Kick	9	2, 1, 2(11)10	17	-6	—	20	—	50, 50, 50, 100	—	20, 20, 20, 80	High, Low	—
LK Aerial Burning Kick	21	8	12	8	—	20	—	100	10/30	100	High, Low	—
MK Aerial Burning Kick	19	8	12	6	—	20	—	100	10/30	100	High, Low	—
HK Aerial Burning Kick	17	9	12	4	—	20	—	100	10/30	100	High, Low	—
EX Aerial Burning Kick	6	2, 1, 2(10)8	15	2	—	20	—	50, 50, 50, 100	—	20, 20, 20, 80	High, Low	—
Seismic Hammer	24	8	31	-18	—	20	—	100	20/30	120	Low	Super Combo
EX Seismic Hammer	19	5	18	-2	—	20	—	100	—	120	Low	Super Combo
LP Emergency Combination	1+12	1(33)1(19)2	59+56	-96	—	20	—	0	—	80, 80, 140	High, Low	—
MP Emergency Combination	1+7	1(15)1(21)2	59+56	-96	—	20	—	0	—	80, 80, 140	High, Low	—
HP Emergency Combination	1+5	1(8)1(29)2	36+35	-52	—	20	—	0	—	80, 80, 140	High, Low	—
Burst Time	1+6	3(53)5(8)5(10)5(10)5	59+56	-201	—	20	—	0	—	72, 72, 72, 72, 72	High, Low	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	1	12	-2	1	10	13	50	20	30	High, Low	Special Move/ Super Combo
Close MP	10	3	14	-3	0	13	16	80	40	50	High, Low	—
Close HP	10	6	16	-4	0	17	21	140	60	80	High, Low	—
Close LK	7	4	8	-1	2	10	13	50	20	30	High, Low	—
Close MK	9	3	14	-3	0	13	16	100	40	60	High, Low	—
Close HK	13	4	16	-2	2	17	21	160	60	90	High, Low	—
B+LP	14	2(1)2	11	-2	1	13	16	50	20	50	High	—
B+MP	6	6	11	-3	0	13	16	100	40	70	High, Low	Special Move/ Super Combo
B+HP	7	3, 3	17	-2	2	17	20, 21	100, 100	60, 20	70, 50	High, Low	Special Move/ Super Combo
B+LK	3	4	8	-1	2	10	13	50	20	40	High, Low	Special Move/ Super Combo
B+MK	5	4	12	-2	1	13	16	100	40	70	High, Low	Special Move/ Super Combo
B+HK	6	5	15	-2	2	17	21	200	60	110	High, Low	—
DB+LP	4	3	8	0	3	10	13	50	20	20	High, Low	Special Move/ Super Combo
DB+MP	6	4	8	2	5	13	16	100	40	70	High, Low	Special Move/ Super Combo
DB+HP	7	5	10	3	7	17	21	150	60	80	High, Low	—
DB+LK	5	6	7	-2	1	10	13	50	20	30	Low	Special Move/ Super Combo
DB+MK	6	5	11	-2	1	13	16	100	40	60	Low	Special Move/ Super Combo
DB+HK	12	3	20	-5	—	17	—	200	60	100	Low	—
D or DF+LP	9	4	11	-4	-1	10	13	25	20	15	Low	—
D or DF+MP	12	3	16	-5	-2	13	16	60	40	50	Low	—
D or DF+HP	14	3	21	-6	-2	17	21	100	60	70	Low	—
D or DF+LK	3	8	12	-9	-6	10	13	50	20	30	Low	Special Move/ Super Combo
D or DF+MK	6	11	11	-8	-5	13	16	100	40	70	Low	—
D or DF+HK	10	12	24	-18	—	17	—	200	60	100	Low	—
Jumping LP	7	9	—	—	—	8	11	25	20	20	High	—
Jumping MP	8	4	—	—	—	11	15	140	40	60	High	—
Jumping HP	9	4	—	—	—	15	18	140	60	70	High	—
Jumping LK	10	5	—	—	—	8	11	25	20	30	High	—
Jumping MK	12	3	—	—	—	11	15	120	40	50	High	—
Jumping HK	10	6	—	—	—	15	18	160	60	90	High	—
Jumping B+LP	6	7	—	—	—	8	11	25	20	20	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Jumping B+MP	6	8	—	—	—	11	15	50	40	40	High	—
Jumping B+HP	6	8	—	—	—	15	18	100	60	70	High	—
Jumping B+LK	6	9	—	—	—	8	11	25	20	40	High	—
Jumping B+MK	8	7	—	—	—	11	15	50	40	60	High	—
Jumping B+HK	7	6	—	—	—	15	18	150	60	100	High	—
Focus Attack (Level 1)	20	3	34	-21	-21	15	15	100	20	50	High, Low	—
Focus Attack (Level 2)	17+13	3	34	-15	—	21	—	150	40	70	High, Low	—
Focus Attack (Level 3)	58	2	28	—	—	—	—	200	60	100	—	—
Yoga Smash	3	2	20	—	—	—	—	80	40	120	—	—
Yoga Throw	3	2	20	—	—	—	—	80	40	120	—	—
Overhead	14	2(1)2	11	-2	1	13	16	50	20	50	High	—
Yoga Spear	12	—	8	—	—	11	15	50	20	60	High, Low	—
Yoga Mummy	13	—	8	—	—	15	18	100	60	80	High, Low	—
Yoga Tower	—	—	120	—	—	—	—	—	—	—	—	—
LP Yoga Fire	14	95	48	-8	-4	18	22	50	20/20	50	High, Low	Super Combo
MP Yoga Fire	14	57	48	-8	—	18	—	100	20/20	70	High, Low	Super Combo
HP Yoga Fire	14	43	48	-8	—	18	—	100	20/20	80	High, Low	Super Combo
EX Yoga Fire	14	95	50	-7	-4	13	16	50, 50	—	50, 50	High, Low	Super Combo
LP Yoga Flame	15	23	22	-6	—	20	—	100	30/30	80	High, Low	Super Combo
MP Yoga Flame	17	27	16	-1	—	20	—	100	30/30	90	High, Low	Super Combo
HP Yoga Flame	34	32	13	2	—	20	—	100	30/30	100	High, Low	Super Combo
EX Yoga Flame	17	32	16	-1	—	20	—	100, 100	—	80, 80	High, Low	Super Combo
LK Yoga Blast	11	20	45	—	—	—	—	100	30/40	80	—	Super Combo
MK Yoga Blast	15	20	36	—	—	—	—	100	30/40	90	—	Super Combo
HK Yoga Blast	30	20	22	—	—	—	—	100	30/40	100	—	Super Combo
EX Yoga Blast	5	17	30	—	—	—	—	100, 100	—	50, 50	—	Super Combo
Yoga Teleport (PunchX3)	—	—	48	—	—	—	—	—	—	—	—	—
Yoga Teleport (KickX3)	—	—	30	—	—	—	—	—	—	—	—	—
LP Yoga Inferno	1+3	14	21	-5	—	20	—	0	—	70, 70, 70, 70	High, Low	—
MP Yoga Inferno	1+3	23	21	-9	—	20	—	0	—	70, 70, 70, 70	High, Low	—
HP Yoga Inferno	1+3	47	21	-17	—	20	—	0	—	70, 70, 70, 70	High, Low	—
Yoga Catastrophe	1+11	142	25	44	—	17	—	0	—	40, 40, 40, 40	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	6	2	6	3	6	10	13	50	20	40	High, Low	Special Move/ Super Combo
Close MP	7	2(4)1	9	4	7	13	16	50, 50	40, 20	30, 50	High, Low	Special Move/ Super Combo
Close HP	8	6	12	0	5	17	22	200(150)	60	120(100)	High, Low	Super Combo
Close LK	5	3	6	2	5	10	13	50	20	30	High, Low	Special Move/ Super Combo
Close MK	5	3	12	-1	2	13	16	100	40	90	High, Low	Special Move/ Super Combo
Close HK	6	2, 3	14	1	6	17	21, 22	125, 75	60, 20	30, 100	High, Low	Super Combo
Far LP	6	2	6	3	6	10	13	50	20	40	High, Low	Special Move/ Super Combo
Far MP	8	3	12	-1	2	13	16	100	40	90	High, Low	Super Combo
Far HP	10	6	16	-3	1	17	21	200	60	140	High, Low	Super Combo
Far LK	5	2	7	2	5	10	13	50	20	40	High, Low	Special Move/ Super Combo
Far MK	8	2	12	0	3	13	16	100	40	80	High, Low	Super Combo
Far HK	7	3	22	-7	-3	17	21	150	60	100	Low	—
Crouching LP	4	4	7	0	3	10	13	50	20	40	High, Low	Special Move/ Super Combo
Crouching MP	8	3	11	0	3	13	16	100	40	80	High, Low	Super Combo
Crouching HP	11	4	16	-2	2	17	21	200	60	140	High, Low	Super Combo
Crouching LK	5	2	7	2	5	10	13	50	20	30	Low	Special Move/ Super Combo
Crouching MK	7	3	11	0	3	13	16	100	40	80	Low	Special Move/ Super Combo
Crouching HK	14	2	14	2	—	17	—	200	60	120	Low	—
Vertical Jumping LP	7	5	—	—	—	8	11	50	20	60	High	—
Vertical Jumping MP	6	8	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HP	8	10	—	—	—	15	18	200	60	140	High	—
Vertical Jumping LK	7	9	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	9	9	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HK	7	9	—	—	—	15	18	200	60	130	High	—
Angled Jumping LP	7	6	—	—	—	8	11	50	20	60	High	—
Angled Jumping MP	7	7	—	—	—	11	15	100	40	90	High	—
Angled Jumping HP	8	5	—	—	—	15	18	200	60	120	High	—
Angled Jumping LK	6	6	—	—	—	8	11	50	20	50	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping MK	6	8	—	—	—	11	15	100	40	90	High	—
Angled Jumping HK	6	7	—	—	—	15	18	200	60	130	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	80	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	100	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	160	—	—
Sabaori	3	2	20	—	—	—	—	180	40	140	—	—
Rice Bale Throw	3	2	20	—	—	—	—	100	40	150	—	—
Shikofumi	30	2	19	-3	—	17	—	200	60	130	High	Special Move/ Super Combo
LP Hundred Hand Slap	9	—	16	3	7	20	24	20 per hit	20/10 per hit	20 per hit	High, Low	Super Combo
MP Hundred Hand Slap	9	—	15	4	8	20	24	20 per hit	20/10 per hit	20 per hit	High, Low	Super Combo
HP Hundred Hand Slap	9	—	13	6	10	20	24	20 per hit	20/10 per hit	20 per hit	High, Low	Super Combo
EX Hundred Hand Slap	9	—	19	0	4	20	24	20, 20, 20, 20, 20, 20	—	20, 20, 20, 20, 20, 20	High, Low	Super Combo
LP Sumo Headbutt	13	17	14+13	-9	—	20	—	200	30/40	130	High, Low	Super Combo
MP Sumo Headbutt	9	21	14+13	-13	—	20	—	200	30/40	140	High, Low	Super Combo
HP Sumo Headbutt	8	48	14+13	-16	—	20	—	200	30/40	160	High, Low	Super Combo
EX Sumo Headbutt	8	25	14/13	-8	—	20	—	200	—	160	High, Low	Super Combo
LK Sumo Smash	14	7(14)6	18	-2	—	20	—	100, 150	30, 30, 20	80, 100	High, Low, High	—
MK Sumo Smash	14	7(14)9	18	-2	—	20	—	100, 150	30, 30, 20	90, 110	High, Low, High	—
HK Sumo Smash	14	7(14)15	18	-3	—	20	—	150, 150	30, 30, 20	100, 120	High, Low, High	—
EX Sumo Smash	9	6(14)12	18	-2	—	20	—	100, 100	—	100, 80	High, Low, High	—
Oicho Throw	5	2	41	—	—	—	—	100	30/80	—	—	—
EX Oicho Throw	5	2	41	—	—	—	—	100	—	190	—	—
LP Super Killer Head Ram	1+8	13(36)23	14+17	-6	—	20	24	0	—	160/240	High, Low	—
MP Super Killer Head Ram	1+9	16(36)23	14+17	-6	—	20	24	0	—	160, 240	High, Low	—
HP Super Killer Head Ram	1+9	25(36)23	14+17	-6	—	20	24	0	—	160, 240	High, Low	—
Ultimate Killer Head Ram	1+10	24	22+13	-15	—	20	29	0	—	40, 300	High, Low	—

El Fuerte

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	7	2	5	10	13	50	20	30	High, Low	Special Move/ Super Combo
Close MP	7	2	11	1	4	13	16	100	40	70	High, Low	Special Move/ Super Combo
Close HP	8	2	17	-1	3	17	21	200	60	90	High, Low	Special Move/ Super Combo
Close LK	5	1	7	3	6	10	13	50	20	30	High, Low	Special Move/ Super Combo
Close MK	14	2	—	-1	2	13	16	100	40	70	High, Low	—
Close HK	12	2	16	0	—	17	—	150	60	80	High, Low	Special Move/ Super Combo
Far LP	5	2	6	3	6	10	13	50	20	30	High, Low	Special Move/ Super Combo
Far MP	7	3	10	2	5	13	16	100	40	80	High, Low	Special Move/ Super Combo
Far HP	17	2	11	5	9	17	21	200	60	120	High, Low	Special Move
Far LK	5	1	8	2	5	10	13	50	20	30	High, Low	Special Move/ Super Combo
Far MK	11	3	15	-4	-1	13	16	100	40	70	High, Low	Special Move/ Super Combo
Far HK	19	2(6)3	12	-5	-1	17	21	200	60	110, 100	High, Low, High	—
Crouching LP	5	2	7	2	5	10	13	50	20	30	High, Low	Special Move/ Super Combo
Crouching MP	9	2	12	0	3	13	16	100	40	70	High, Low	Special Move/ Super Combo
Crouching HP	8	4	15	-1	4	17	22	200	60	100	High, Low	—
Crouching LK	5	2	6	3	6	10	13	50	20	20	Low	Special Move/ Super Combo
Crouching MK	6	2	13	-1	2	13	16	100	40	70	Low	Special Move/ Super Combo
Crouching HK	17	10	9	-1	—	17	—	150	60	80	Low	—
Vertical Jumping LP	5	8	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	8	4	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HP	9	6	—	—	—	15	18	200	60	100	High	—
Vertical Jumping LK	5	9	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	6	9	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	7	10	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	5	8	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	8	4	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	9	6	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	5	9	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	6	9	—	—	—	11	15	100	40	80	High	—
Angled Jumping HK	7	10	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	3	34	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+12	3	34	-15	—	21	—	150	40	80	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Focus Attack (Level 3)	65	3	34	—	—	—	—	200	60	140	—	—
Tepache Bomb	3	2	20	—	—	—	—	120	40	120	—	—
Chili Mexicano	3	2	20	—	—	—	—	120	40	120	—	—
Sky Sorpresa Drop	3	2	—	—	—	—	—	150	40	140	—	—
Shower Kick	16	2	11	1	5	13	17	100	40	50	High	—
Tostada Press	2+12	—	35	-17	—	20	—	100	20/30	100	High	—
Fajita Buster	2+12	—	36	—	—	—	—	150	20/60	150	—	—
Habanero Dash	—	—	71	—	—	—	—	—	—	—	—	—
EX Habanero Dash	—	—	49	—	—	—	—	—	—	—	—	—
Habanero Dash Sudden Stop	—	—	3	—	—	—	—	—	—	—	—	—
Habanero Dash Tostada Press	6+20	7	34	-16	—	20	—	100	20/30	100	High	—
Habanero Dash Fajita Buster	6+23	6	2+34	—	—	—	—	150	20/60	150	—	—
Habanero Dash Back Dash	—	—	17	—	—	—	—	—	—	—	—	—
Habanero Dash Gordita Sobat	6+15	2	18	1	5	20	24	100	20/30	80	High, Low	Super Combo
Habanero Dash Calamari Slide	6+12	6	24	-9	—	20	24	200	20/30	100	Low	—
Habanero Back Dash	—	—	—	—	—	—	—	—	—	—	—	—
EX Habanero Back Dash	—	—	—	—	—	—	—	—	—	—	—	—
Habanero Back Dash Sudden Stop	—	—	3	—	—	—	—	—	—	—	—	—
Habanero Back Dash Tostada Press	6+20	7	30	-12	—	20	—	100	20/30	100	High	—
Habanero Back Dash Propeller Tortilla	6+22	5	3+16	—	—	—	—	150	20/60	150	—	—
Habanero Back Dash Wall Jump	—	—	40	—	—	—	—	—	—	—	—	—
Quesadilla Bomb (Level 1)	17	11	18	-17	-13	20	24	100	30/40	50	High, Low	Super Combo
Quesadilla Bomb (Level 2)	17	11	18	-17	—	20	—	150	30/40	100	High, Low	Super Combo
Quesadilla Bomb (Level 3)	17	11	18	-17	—	20	—	200	30/40	150	High, Low	Super Combo
EX Quesadilla Bomb	17	11	18	-17	—	20	—	300	—	200	High, Low	Super Combo
LK Guacamole Leg Throw	7	6	17+8	—	—	—	—	100	20/0, 60	0, 100	—	—
MK Guacamole Leg Throw	9	6	20+8	—	—	—	—	100	20/0, 60	0, 110	—	—
HK Guacamole Leg Throw	11	9	16+8	—	—	—	—	100	20/0, 60	0, 120	—	—
EX Guacamole Leg Throw	11	9	12+8	—	—	—	—	200	20/0, 60	0, 160	—	—
LK El Fuerte Dynamite	1+3	4(8)5(14) 5(13)4	32	-15	—	20	—	0	—	35, 35, 35, 35, 190	High, Low	—
MK El Fuerte Dynamite	1+4	5(8)5(14) 5(13)4	32	-15	—	20	—	0	—	35, 35, 35, 35, 190	High, Low	—
HK El Fuerte Dynamite	1+5	6(8)5(14) 5(13)4	32	-15	—	20	—	0	—	35, 35, 35, 35, 190	High, Low	—
El Fuerte Flying Giga Buster	1+4	12	54	—	—	—	—	0	—	345	—	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	3	2	7	2	5	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Close MP	4	3	14	-3	0	13	16	100	40	60	High, Low	Special Move/Super Combo
Close HP	5	4	15	-1	4	17	22	200(150)	60	120(70)	High, Low	Special Move/Super Combo
Close LK	3	3	8	0	3	10	13	50	20	30	High, Low	Chain
Close MK	5	2	16	-4	-1	13	16	100	40	60	High, Low	—
Close HK	6	3	18	-3	1	17	21	200	60	130	High, Low	—
Far LP	4	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Far MP	5	4	14	-4	-1	13	16	100	40	80	High, Low	Special Move/Super Combo
Far HP	5	3	14	1	5	17	21	200	60	120	High, Low	Super Combo
Far LK	5	2	9	0	3	10	13	50	20	40	High, Low	Chain
Far MK	7	4	12	-2	1	13	16	100	40	70	High, Low	—
Far HK	13	5	14	-1	3	17	21	200	60	110	High, Low	—
Crouching LP	4	2	8	1	4	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	4	5	10	-1	2	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	5	4	23	-9	-4	17	22	200(150)	60	100(70)	High, Low	—
Crouching LK	4	2	9	0	3	10	13	50	20	30	Low	Chain
Crouching MK	7	4	14	-4	-1	13	16	100	40	70	Low	—
Crouching HK	6	4(20)4	17	-3	—	17	—	200	60	110, 140	Low	Super Combo
Vertical Jumping LP	5	2	—	—	—	10	13	50	20	50	High	—
Vertical Jumping MP	7	4	—	—	—	13	16	100	40	80	High	—
Vertical Jumping HP	7	3	—	—	—	17	20	200	60	100	High	—
Vertical Jumping LK	7	6	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	7	6	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	6	3	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	6	6	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	5	5	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	5	5	—	—	—	15	18	200	60	100	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping LK	5	5	—	—	—	8	11	50	20	30	High	—
Angled Jumping MK	5	6	—	—	—	11	15	100	40	60	High	—
Angled Jumping HK	6	5	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	80	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	140	—	—
Dragon Suplex	3	2	20	—	—	—	—	100	40	120	—	—
Judo Throw	3	2	20	—	—	—	—	80	40	120	—	—
Flying Mare	3	2	—	—	—	—	—	150	40	150	—	—
Flying Buster Drop	3	2	—	—	—	—	—	150	40	150	—	—
Straight Chop	15	3	14	-3	0	13	16	100	40	80	High	—
Spinning Back Knuckle	8	3	15	0	4	17	21	200	60	120	High, Low	—
Knee Bazooka	7	4	18	-11	-6	10	15	50	20	50	High, Low	—
Rolling Sobat	11	4	14	-4	-1	13	16	100	40	60	High, Low	—
Reverse Spin Kick	16	6	12	0	4	17	21	200	60	120	High, Low	—
Guile High Kick	11	2	17	-1	—	17	—	200	60	110	High, Low	—
LP Sonic Boom	9	—	29	6	10	18	22	50	20/20	50	High, Low	Super Combo
MP Sonic Boom	9	—	31	4	8	18	22	50	20/20	50	High, Low	Super Combo
HP Sonic Boom	9	—	33	2	6	18	22	50	20/20	50	High, Low	Super Combo
EX Sonic Boom	11	—	39	1	4	13	16	50, 50	—	50, 50	High, Low	Super Combo
LK Flash Kick	4	11	20+23	-33	—	20	—	200(100)	30/40	130(70)	High, Low	Super Combo
MK Flash Kick	4	11	22+23	-35	—	20	—	200(100)	30/40	140(70)	High, Low	Super Combo
HK Flash Kick	4	11	24+23	-37	—	20	—	200(100)	30/40	160(70)	High, Low	Super Combo
EX Flash Kick	4	2, 9	24+23	-35	—	20	—	150, 100	—	100, 80	High, Low	Super Combo
LK Double Flash	1+2	1, 5, 2(9)1, 8, 2	20+23	-24	—	20	—	0	—	95, 40, 40, 60, 30, 80	High, Low	—
MK Double Flash	1+3	1, 5, 1(14)1, 8, 2	22+23	-26	—	20	—	0	—	95, 40, 40, 60, 30, 80	High, Low	—
HK Double Flash	1+5	1, 5, 1(19)1, 8, 2	24+23	-28	—	20	—	0	—	95, 40, 40, 60, 30, 80	High, Low	—
Flash Explosion	1+6	1, 3, 1(30)1, 1, 1, 2, 1	31+66	-77	—	20	—	0	—	60, 30, 30, 30, 30, 30, 30, 30, 65	High, Low	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	5	4	7	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Close MP	6	3	18	-7	-2	13	18	100	40	60	High, Low	Special Move/Super Combo
Close HP	6	3	19	-4	1	17	22	150	60	90	High, Low	Special Move/Super Combo
Close LK	6	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Close MK	8	3	12	-1	7	13	21	100	40	70	High, Low	Special Move/Super Combo
Close HK	8	3	21	-6	-2	17	21	200	60	110	High, Low	Special Move/Super Combo
Far LP	4	2	5	4	7	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Far MP	7	5	5	4	7	13	16	100	40	70	High, Low	Super Combo
Far HP	11	3	16	-1	3	17	21	200	60	100	High, Low	—
Far LK	4	3	7	1	4	10	13	50	20	40	High, Low	—
Far MK	7	3	13	-2	1	13	16	100	40	80	High, Low	—
Far HK	12	3	21	-6	-2	17	21	200	60	130	High, Low	—
Crouching LP	3	3	6	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	5	5	9	0	3	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	5	4	23	-9	-4	17	22	200	60	100	High, Low	Special Move/Super Combo
Crouching LK	3	4	7	0	3	10	13	50	20	20	Low	Chain/Special Move/Super Combo
Crouching MK	4	4	14	-4	-1	13	16	100	40	70	Low	Special Move/Super Combo
Crouching HK	8	3	21	-6	—	17	—	200	60	110	Low	—
Vertical Jumping LP	7	9	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	5	4	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HP	7	4	—	—	—	15	18	200	60	100	High	—
Vertical Jumping LK	7	10	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	6	7	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	6	2	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	7	8	—	—	—	8	11	50	20	40	High	—
Angled Jumping MP	5	6	—	—	—	11	15	100	40	70	High	—
Angled Jumping HP	5	4	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	5	7	—	—	—	8	11	50	20	50	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping MK	6	4	—	—	—	11	15	100	40	80	High	—
Angled Jumping HK	5	7	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	22	2	42	-28	-28	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+13	2	42	-22	—	21	—	150	40	90	High, Low	—
Focus Attack (Level 3)	68	2	42	—	—	—	—	200	60	150	—	—
Shoulder Throw	3	2	20	—	—	—	—	80	40	120	—	—
Hell Wheel	3	2	20	—	—	—	—	80	60	130	—	—
Inazuma Kick	15	2	17	-5	-2	13	16	100	40	80	High	—
Forward Step Kick	11	5	11	-2	1	13	16	100	40	60	High, Low	—
Thunder Kick	23	2	20	-4	-1	17	20	150	60	120	High	—
Hadoken	14	—	47	-7	-3	-18	-22	100	10/20	60	High, Low	Super Combo
EX Hadoken	14	—	44	-1	2	13	16	50, 50	—	50, 40	High, Low	Super Combo
LP Shoryuken	4	11	17+9	-16	—	20	—	200(100)	30/40	120(80)	High, Low	Super Combo
MP Shoryuken	4	3, 11	25+9	-24	—	20	24	100, 100	30/30, 16	80, 80	High, Low	Super Combo
HP Shoryuken	3	2, 2, 12	30+9	-30	—	20	24	100, 50, 50	30/30, 10, 10	70, 40, 30	High, Low	Super Combo
EX Shoryuken	5	2, 2, 3, 7	45+9	-40	—	20	—	100, 50, 50, 50	—	80, 60, 50, 50	High, Low	Super Combo
LK Tatsumaki Senpukyaku	6	1(4)2(6)2	12+8	-9	-5	20	24	50, 50, 50	20/20, 10, 10	50, 40, 40	High, Low	Super Combo
MK Tatsumaki Senpukyaku	6	2(5)2(5)1(5)2(5)2	14+9	-4	0	20	24	50, 50, 50, 50	20/20, 10, 10, 10	60, 40, 40, 40	High, Low	Super Combo
HK Tatsumaki Senpukyaku	6	2(6)1(5)1(5)1(5)1(5)1(5)2(4)2	12+12	-5	-1	20	24	50, 50, 50, 50, 50	20/20, 10, 10, 10, 10	80, 40, 40, 40, 40	High, Low	Super Combo
EX Tatsumaki Senpukyaku	6	2(4)1(3)1(4)1(3)1(4)1(4)1(3)1	9+14	-3	1	20	24	50, 50, 50, 50, 50	—	50, 40, 40, 40, 40	High, Low	Super Combo
LK Aerial Tatsumaki Senpukyaku	8	—	10	—	—	15	18	50	10/30	50	High, Low	—
MK Aerial Tatsumaki Senpukyaku	7	—	10	—	—	15	18	50	10/30	60	High, Low	—
HK Aerial Tatsumaki Senpukyaku	7	—	10	—	—	15	18	50	10/30	60	High, Low	—
EX Aerial Tatsumaki Senpukyaku	6	—	4	—	—	15	18	50	—	40	High	—
Shoryureppa	1+2(1)	2, 2, 8(20)1, 3, 7	31+12	-29	—	20	—	0	—	50, 50, 50, 50, 100, 100	High, Low	—
Shinryuken	1+9	2, 2, 5, 5, 5, 5, 5, 5, 1	32+50	—	—	27, 16, 16, 16, 16, 16, 16, 16, 16	—	0	—	40+19, 19, 19, 19, 19, 19+20, 20, 20, 20, 20, 20, 20+30, 20 per hit	High, Low	—



M. Bison

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	6	2	5	4	7	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Close MP	7	3	12	-1	2	13	16	100	40	90	High, Low	Special Move/Super Combo
Close HP	8	3	16	-1	4	17	22	200	60	120	High, Low	Special Move/Super Combo
Close LK	4	2	6	3	6	10	13	50	20	30	High, Low	Special Move/Super Combo
Close MK	7	3	9	2	5	13	16	100	40	90	High, Low	Super Combo
Close HK	6	3	16	-1	3	17	21	200	60	120	High, Low	—
Far LP	5	2	7	2	5	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Far MP	8	3	11	0	3	13	16	100	40	90	High, Low	Super Combo
Far HP	11	2	19	-3	1	17	21	200	60	130	High, Low	—
Far LK	4	2	6	3	6	10	13	50	20	30	High, Low	Special Move/Super Combo
Far MK	6	3	14	-3	0	13	16	100	40	70	High, Low	—
Far HK	6	3	16	-1	3	17	21	200	60	120	High, Low	—
Crouching LP	4	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	7	2	9	3	6	13	16	100	40	80	High, Low	Special Move/Super Combo
Crouching HP	12	4	21	-7	-2	17	22	200	60	110	High, Low	Super Combo
Crouching LK	3	2	8	1	4	10	13	50	20	20	Low	Special Move/Super Combo
Crouching MK	5	4	11	-1	2	13	16	100	40	70	Low	Special Move/Super Combo
Crouching HK	14	12	16	-10	—	17	—	200	60	110	Low	—
Vertical Jumping LP	6	6	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	7	7	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HP	6	8	—	—	—	15	18	200	60	110	High	—
Vertical Jumping LK	6	12	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	7	10	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	6	10	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	6	7	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	7	3	—	—	—	11	15	50	40	50	High	—
Angled Jumping HP	8	8	—	—	—	15	18	200	60	110	High	—
Angled Jumping LK	5	7	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	6	14	—	—	—	11	15	100	40	70	High	—
Angled Jumping HK	7	6	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	22	2	34	-20	-20	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+13	2	34	-14	—	12	—	150	40	90	High, Low	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Focus Attack (Level 3)	66	2	34	—	—	—	—	200	60	150	—	—
Deadly Throw	3	2	20	—	—	—	—	130	40	130	—	—
Death Tower	3	2	20	—	—	—	—	150	40	130	—	—
Hell Attack (First Attack)	7	3	—	—	—	11	15	50	40	50	High	—
Hell Attack (Second Attack)	6	4	—	—	—	11	15	50	20	30	High	—
LP Psycho Crusher	14	12, 11	12+6	-8	—	20	—	100	30/40	110	High, Low	Super Combo
MP Psycho Crusher	14	14, 13	12+10	-14	—	20	—	150	30/40	120	High, Low	Super Combo
HP Psycho Crusher	14	17, 16	12+10	-17	—	20	—	200	30/40	130	High, Low	Super Combo
EX Psycho Crusher	14	23	12+6	-16	—	24	—	100, 100	—	70, 70	High, Low	Super Combo
LK Double Knee Press	10	2(1)4	17	0	—	20	24	100, 50	20/16, 20/16	60, 40	High, Low	Super Combo
MK Double Knee Press	13	2(1)4	22	-5	—	20	24	100, 50	20/16, 20/16	60, 50	High, Low	Super Combo
HK Double Knee Press	16	2(1)4	25	-8	—	20	24	100, 50	20/16, 20/16	70, 60	High, Low	Super Combo
EX Double Knee Press	13	2(1)4	25	-8	—	20	24	100, 50	—	70, 70	High, Low	Super Combo
Head Press	22	—	16	—	—	20	25	100	20/30	120	High	—
Head Press (missed)	—	—	4	—	—	—	—	—	—	—	—	—
EX Head Press	22	—	16	—	—	20	—	200	—	200	High	—
Somersault Skull Diver	17+7	3	13	9	13	22	26	100	20/30	120	High	—
EX Somersault Skull Diver	17+7	3	13	10	14	22	26	100, 100	—	80, 80	High	—
Devil Reverse	13+34	—	16	—	—	13	—	150	20/30	110	High	—
Devil Reverse (missed)	—	—	48	—	—	—	—	—	—	—	—	—
EX Devil Reverse	13+34	—	16	—	—	13	—	100, 100	—	80, 80	High	—
Bison Warp	—	—	42	—	—	—	—	—	—	—	—	—
LK Knee Press Nightmare	1+5	2(1)2(11)2, 2(8)18	30	-27	—	20	—	0	—	60, 60, 60, 60, 100	High, Low, High, Low, High, Low, High, Low, Low	—
MK Knee Press Nightmare	1+11	2(1)2(11)2, 2(8)18	30	-27	—	20	—	0	—	60, 60, 60, 60, 100	High, Low, High, Low, High, Low, High, Low, Low	—
HK Knee Press Nightmare	1+15	2(1)2(11)2, 2(8)18	30	-27	—	20	—	0	—	60, 60, 60, 60, 100	High, Low, High, Low, High, Low, High, Low, Low	—
Nightmare Booster	1+11	4, 2(12)2, 2(16)12, 2(16)12, 2(16)12	30+18	-35	—	25	—	0	—	40, 40, 40, 40, 40, 160	High, Low	—

NOTE

The Knee Press Nightmare consists of five hits.
The first four hits can be blocked high or low, but the final hit must be blocked low.

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Close MP	5	2	10	2	5	13	16	100	40	80	High, Low	Special Move/Super Combo
Close HP	6	2	23	-7	-2	17	22	200	60	100	High, Low	Special Move/Super Combo
Close LK	4	2	6	3	6	10	13	50	20	30	High, Low	—
Close MK	7	2(4)3	11	0	3	13	16	50, 50	40, 20	30, 50	High, Low	Special Move/Super Combo
Close HK	8	2	21	-5	0	17	22	200	60	110	High, Low	Super Combo
Far LP	5	2	5	4	7	10	13	50	20	20	High, Low	Chain/Special Move/Super Combo
Far MP	7	2	12	0	3	13	16	100	40	90	High, Low	—
Far HP	9	3	16	-1	3	17	21	200	60	120	High, Low	—
Far LK	6	2	7	2	5	10	13	50	20	40	High, Low	—
Far MK	10	1	17	-4	-1	13	16	100	40	70	High, Low	—
Far HK	17	2	17	2	—	17	—	150	60	90	High, Low	—
Crouching LP	4	2	8	1	4	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	7	3	10	1	4	13	16	100	40	80	High, Low	Special Move/Super Combo
Crouching HP	14	2	30	-14	-10	17	21	200	60	100	High, Low	—
Crouching LK	4	2	9	0	3	10	13	50	20	20	Low	Chain/Special Move/Super Combo
Crouching MK	6	1	16	-3	0	13	16	100	40	70	Low	Special Move/Super Combo
Crouching HK	12	2	22	-6	—	17	—	200	60	110	Low	—
Vertical Jumping LP	5	7	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	6	5	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HP	5	7	—	—	—	15	18	200	60	100	High	—
Vertical Jumping LK	5	6	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	4	6	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HK	6	4	—	—	—	15	18	200	60	110	High	—
Angled Jumping LP	6	6	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	6	9	—	—	—	11	15	100	40	80	High	—
Angled Jumping HP	7	5	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	6	7	—	—	—	8	11	50	20	50	High	—
Angled Jumping MK	7	5	—	—	—	11	15	100	40	80	High	—
Angled Jumping HK	7	3(4)3	—	—	—	15	18	50, 100	60, 20	50, 40	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	80	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	100	High, Low	—
Focus Attack (Level 3)	58	2	35	—	—	—	—	200	60	160	—	—
Head Bazooka	3	2	20	—	—	—	—	120	40	150	—	—
Hand Machinegun	3	2	20	—	—	—	—	160	40	130	—	—
Vulture Kick	21	2	16	-4	-1	13	16	50	40	60	High	—
Glory Kick	21	2	12	0	3	13	16	50	40	50	Low	—
Fragrance Palm	19	5	18	-5	—	17	—	150	60	100	High, Low	—
Falcon Kick	11	—	—	—	—	11	15	100	40	90	High, Low	—
LK Messiah Kick	24	2	8+20	-9	-5	20	24	100	20/30	80	High, Low	—
MK Messiah Kick	26	2	11+20	-12	-8	20	24	100	20/30	80	High, Low	—
HK Messiah Kick	35	2	5+20	-6	-2	20	24	100	20/30	80	High, Low	—
EX Messiah Kick	11	3(1)2(1) 2(1)2(8)2	6+27	-14	-10	20	24	10, 10, 10, 10, 50	—	20, 20, 20, 20, 50	High, Low	—
Messiah Kick LK Followup	12	4	14+21	-18	—	20	—	100	20/30	80	High, Low	Super Combo
Messiah Kick MK Followup	19	2	19	0	—	20	—	100	20/30	100	Low	—
Messiah Kick HK Followup	26	5	17	-1	—	20	—	150	20/30	120	High	—
LP Galactic Tornado	10	8(6)2	20	-1	—	20	24	50, 50	20/10, 20	40, 50	High, Low	Super Combo
MP Galactic Tornado	14	21(5)2	20	-1	—	20	24	50, 50, 50	20/10, 10, 20	40, 40, 70	High, Low	Super Combo
HP Galactic Tornado	15	21(5)2	20	-1	—	20	24	50, 50, 50	20/10, 10, 20	40, 40, 80	High, Low	Super Combo
EX Galactic Tornado	11	19(3)1	22	-2	—	20	24	0, 100	—	0, 160	High, Low	Super Combo
LP Snake Strike	8	—	1+17	2	5	20	24	40	20/16	40, 40, 40, 40, 40	High, Low	—
MP Snake Strike	7	—	2+17	0	4	20	24	40	20/16	40, 40, 40, 40, 40, 40, 40	High, Low	—
HP Snake Strike	6	—	4+17	—	—	20	24	40	20/16	40, 40, 40, 40, 40, 40, 40	High, Low	—
EX Snake Strike	7	—	15+17	—	—	20	24	30	—	40, 40, 40, 40, 40, 40, 40	High, Low	—
LP Spectacle Romance	1+6	1(14)1	29	-9	—	20	—	0	—	100, 80, 150	High, Low	—
MP Spectacle Romance	1+13	2(14)1	29	-9	—	20	—	0	—	100, 80, 150	High, Low	—
HP Spectacle Romance	1+15	3(14)1	29	-9	—	20	—	0	—	100, 80, 150	High, Low	—
Space Opera Symphony	1+8	3(6)3(10)3(22) 3(17)2(6)3(9) 3(2)3(14)2	32	-13	—	20	—	0	—	25, 25, 25, 25, 25, 25, 25, 25, 25, 115	High, Low	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	3	3	6	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Close MP	3	3	21	-3	3	20	26	100	40	70	High, Low	Special Move/Super Combo
Close HP	5	7	26	-15	-10	17	22	200(150)	60	100(80)	High, Low	Special Move/Super Combo
Close LK	5	5	7	-1	2	10	13	50	20	30	High, Low	—
Close MK	3	5	16	-7	-2	13	18	100	40	70	High, Low	Special Move/Super Combo
Close HK	8	8(2)4	17	-3	2	17	21	125, 75	60, 20	40, 70	High, Low	Super Combo
Far LP	4	3	6	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Far MP	5	4	14	-4	-1	13	16	100	40	80	High, Low	Super Combo
Far HP	8	3	15	0	4	17	21	200	60	120	High, Low	—
Far LK	5	6	6	-1	2	10	13	50	20	40	High, Low	—
Far MK	8	2	17	-5	-2	13	16	100	40	70	High, Low	—
Far HK	9	4	20	-6	-2	18	22	200	60	110	High, Low	—
Crouching LP	3	2	7	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	4	4	8	2	5	13	16	100	40	70	High, Low	Special Move/Super Combo
Crouching HP	4	8	28	-18	-13	17	22	200	60	100	High, Low	Special Move/Super Combo
Crouching LK	4	3	9	-1	2	10	13	50	20	20	Low	Chain/Special Move/Super Combo
Crouching MK	5	5	12	-3	0	13	16	100	40	70	Low	Special Move/Super Combo
Crouching HK	5	4	28	-14	—	17	—	100	60	90	Low	—
Vertical Jumping LP	10	7	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	5	5	—	—	—	10	13	100	40	80	High	—
Vertical Jumping HP	6	5	—	—	—	17	20	200	60	100	High	—
Vertical Jumping LK	5	9	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	6	10	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	4	4	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	4	7	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	7	3, 4	—	—	—	11	15	50, 50	40, 20	50, 30	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping HP	6	5	—	—	—	15	18	200	60	100	High	—
Angled Jumping LK	4	8	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	6	6	—	—	—	11	15	100	40	70	High	—
Angled Jumping HK	7	7	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	80	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	140	—	—
Shoulder Throw	3	2	20	—	—	—	—	140	40	130	—	—
Somersault Throw	3	2	20	—	—	—	—	120	40	130	—	—
Collarbone Breaker	17	1(1)2	14	-2	3	13	18	50, 50	40, 20	30, 50	High	—
Solar Plexus Strike	17	2, 2	18	0	4	19	23	50, 50	60, 20	40, 80	High, Low	Special Move/ Super Combo
Hadoken	13	—	45	-6	-2	18	22	100	10/20	70	High, Low	Super Combo
EX Hadoken	12	—	40	1	—	13	—	50, 50	—	50, 50	High, Low	Super Combo
LP Shoryuken	3	14	14+10	-17	—	20	—	200(100)	30/40	130(70)	High, Low	Super Combo
MP Shoryuken	3	14	25+18	-36	—	20	—	200(100)	30/40	140(70)	High, Low	Super Combo
HP Shoryuken	3	14	28+18	-39	—	20	—	200(100)	30/40	160(70)	High, Low	Super Combo
EX Shoryuken	3	2, 12	30+18	-39	—	20	—	100, 100	—	80, 60	High, Low	Super Combo
LK Tatsumaki Senpukyaku	11	2(6)2	12+5	-6	—	20	—	200	30/30	100	High, Low	—
MK Tatsumaki Senpukyaku	12	2(6)2(6) 2(6)2(6)2	18+5	-2	—	20	—	200	30/30	110	High, Low	—
HK Tatsumaki Senpukyaku	12	2(6)2(6) 2(6)2(6)2	18+5	-2	—	20	—	200	30/30	110	High, Low	—
EX Tatsumaki Senpukyaku	11	1(3)1(3) 1(3)1(3)1	18+3	-1	—	20	—	50, 50, 50, 50, 50	—	40, 40, 40, 40, 40	High, Low	—
Aerial Tatsumaki Senpukyaku	9	2(6)2(6)2	10	—	—	20	—	100	10/40	—	High, Low	—
EX Aerial Tatsumaki Senpukyaku	7	1(3)1(3) 1(3)1(3)1	4	—	—	20	—	50, 50, 50, 50, 50	—	40, 40, 40, 40, 40	High, Low	—
Shinku Hadoken	1+2	—	51	11	—	20	—	0	—	50, 50, 50, 50, 100	High, Low	—
Metsu Hadoken	1+10	—	119	-25	—	20	—	0	—	30, 30, 30, 30, 30, 30, 30, 55	High, Low	—



The recovery frames for Ryu's Shoryuken and Tatsumaki Senpukyaku consist of recovery frames while airborne and recovery frames upon landing.



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	6	3	4	4	7	10	13	50	20	40	High, Low	Special Move/ Super Combo
Close MP	7	4	11	-1	2	13	16	100	40	100	High, Low	Special Move/ Super Combo
Close HP	10	3	15	0	4	17	21	200	60	110	High, Low	—
Close LK	5	3	9	-1	2	10	13	50	20	40	High, Low	Special Move/ Super Combo
Close MK	7	2, 2	12	0	3	13	16	50, 50	40, 40	60, 60	High, Low	Special Move/ Super Combo
Close HK	5	2, 3	18	-3	1	17	22, 21	100, 100	60, 20	40, 110	High, Low	Super Combo
Far LP	5	3	5	3	6	10	13	50	20	40	High, Low	Special Move/ Super Combo
Far MP	10	4	9	1	4	13	16	100	40	100	High, Low	—
Far HP	10	3	15	0	4	17	21	200	60	140	High, Low	—
Far LK	6	3	9	-1	2	10	13	50	20	50	High, Low	Special Move/ Super Combo
Far MK	9	3	11	0	3	13	16	100	40	100	High, Low	—
Far HK	5	2, 3	18	-3	1	17	22, 21	100, 100	60, 20	40, 110	High, Low	Super Combo
Crouching LP	3	2	9	0	3	10	13	50	20	30	High, Low	Special Move/ Super Combo
Crouching MP	5	3	10	1	4	13	16	100	40	90	High, Low	Special Move/ Super Combo
Crouching HP	8	3	15	0	4	17	21	200	60	130	High, Low	—
Crouching LK	5	3	5	3	6	10	13	50	20	30	Low	Special Move/ Super Combo
Crouching MK	7	3	15	-4	-1	13	16	100	40	90	Low	Special Move/ Super Combo
Crouching HK	8	3	21	-6	—	17	—	200	60	130	Low	—
Vertical Jumping LP	5	12	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MP	6	4	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HP	7	5	—	—	—	15	18	200	60	140	High	—
Vertical Jumping LK	7	7	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	5	6	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HK	7	6	—	—	—	15	18	200	60	130	High	—
Angled Jumping LP	7	7	—	—	—	8	11	50	20	50	High	—
Angled Jumping MP	10	16	—	—	—	11	15	100	40	90	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping HP	7	5	—	—	—	15	18	200	60	140	High	—
Angled Jumping LK	7	6	—	—	—	8	11	50	20	50	High	—
Angled Jumping MK	7	11	—	—	—	11	15	100	40	90	High	—
Angled Jumping HK	7	4	—	—	—	15	18	200	60	120	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60	High, Low	—
Focus Attack (Level 2)	17+13	2	35	-15	—	21	—	150	40	90	High, Low	—
Focus Attack (Level 3)	58	1	35	—	—	—	—	200	60	150	—	—
Tiger Rage	3	2	20	—	—	—	—	160	40	140	—	—
Tiger Carry	3	2	20	—	—	—	—	120	40	140	—	—
Heavy Tiger Elbow	20	5	16	-3	2	17	22	150	60	100	High	—
Low Step Kick	16	3	16	-1	3	17	21	50	20	50	Low	Special Move/ Super Combo
High Step Kick	13	3	16	-1	3	17	21	200	60	140	High, Low	Special Move/ Super Combo
High Tiger Shot	11	—	39	-2	2	18	22	100	20/20	70	High, Low	Super Combo
EX High Tiger Shot	11	—	39	1	—	13	—	100, 100	—	80, 70	High, Low	Super Combo
Low Tiger Shot	12	—	44	-6	-2	18	22	100	10/20	70	High, Low	Super Combo
EX Low Tiger Shot	12	—	44	-3	—	13	—	100, 100	—	80, 70	High, Low	Super Combo
LP Tiger Uppercut	5	5	31+16	-31	—	20	—	200(100)	30/40	140(80)	High, Low	Super Combo
MP Tiger Uppercut	5	7	31+16	-33	—	20	—	200(100)	30/40	150(80)	High, Low	Super Combo
HP Tiger Uppercut	5	10	29+16	-34	—	20	—	200(100)	30/40	170(80)	High, Low	Super Combo
EX Tiger Uppercut	5	5, 2, 2, 2, 2	30+17	-39	—	20	—	150, 20, 20, 20, 20	—	120, 20, 20, 20, 20	High, Low	Super Combo
LK Tiger Knee Crush	7	2, 12	3+13	-7	—	20	24	100, 100	20/16, 20/16	30, 90	High, Low	Super Combo
MK Tiger Knee Crush	7	2, 14	3+13	-9	—	20	24	100, 100	20/16, 20/16	40, 100	High, Low	Super Combo
HK Tiger Knee Crush	7	2, 12	8+13	-12	—	20	24	100, 100	20/16, 20/16	50, 110	High, Low	Super Combo
EX Tiger Knee Crush	7	3, 6, 6	3+13	-1	—	20	24, 0, 1	100, 50, 50	—	100, 40, 40	High, Low	Super Combo
Tiger Genocide	1+1	3(1)3(2) 3(16)2(1) 3(1)2(1)2	—	-45	—	20	—	0	—	50, 50, 50, 50, 50, 50	High, Low	—
Tiger Destruction	1+9	5, 5, 5, 5, (12)3(2)3, 10	15+36	-48	—	20	—	0	—	30, 30, 30, 30, 30, 30, 30, 30, 30, 30	High, Low	—



Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	2	10	-1	2	10	13	50	20	30(20)	High, Low	Special Move/ Super Combo
Close MP	7	2	13	-1	2	13	16	100	40	70(60)	High, Low	Special Move/ Super Combo
Close HP	9	3(7)3	14	1	5	17	24, 21	50, 50	60, 20	50(40), 50(40)	High, Low	Special Move/ Super Combo
Close LK	4	2	10	-1	2	10	13	50	20	30	High, Low	—
Close MK	6	2	13	-1	2	13	16	100	40	70	High, Low	Special Move/ Super Combo
Close HK	4	2, 2	23	-7	-2	17	22	125, 75	60, 20	40, 70	High, Low	Super Combo
Far LP	4	2	10	-1	2	10	13	50	20	30(20)	High, Low	Special Move/ Super Combo
Far MP	7	2	14	-2	1	13	16	100	40	90(80)	High, Low	Super Combo
Far HP	8	3	23	-8	-4	17	21	200	60	120(110)	High, Low	—
Far LK	5	2	7	2	5	10	13	50	20	40	High, Low	—
Far MK	8	2	15	-3	0	13	16	100	40	70	High, Low	—
Far HK	4	2, 2	23	-7	-2	17	22	125, 75	60, 20	40, 70	High, Low	Super Combo
Crouching LP	4	2	8	1	4	10	13	50	20	30(20)	High, Low	Special Move/ Super Combo
Crouching MP	4	2	16	-4	-1	13	16	100	40	70(60)	High, Low	Special Move/ Super Combo
Crouching HP	5	2	27	-11	-6	17	22	200	60	110(100)	High, Low	—
Crouching LK	4	2	9	0	3	10	13	50	20	20	Low	Special Move/ Super Combo
Crouching MK	8	3	9	2	5	13	16	100	40	70	Low	Special Move/ Super Combo
Crouching HK	8	13	17	-12	—	17	—	200	60	110	Low	—
Vertical Jumping LP	6	5	—	—	—	8	11	50	20	50(40)	High	—
Vertical Jumping MP	5	3	—	—	—	11	15	100	40	80(70)	High	—
Vertical Jumping HP	6	2	—	—	—	15	18	200	60	100(90)	High	—
Vertical Jumping LK	6	9	—	—	—	8	11	50	20	40	High	—
Vertical Jumping MK	6	7	—	—	—	11	15	100	40	80	High	—
Vertical Jumping HK	4	5	—	—	—	15	18	200	60	100	High	—
Angled Jumping LP	5	5	—	—	—	8	11	50	20	50(40)	High	—
Angled Jumping MP	5	5	—	—	—	11	15	100	40	80(70)	High	—
Angled Jumping HP	5	4	—	—	—	15	18	200	60	100(90)	High	—
Angled Jumping LK	6	7	—	—	—	8	11	50	20	40	High	—
Angled Jumping MK	6	6	—	—	—	11	15	100	40	70	High	—
Angled Jumping HK	6	6	—	—	—	15	18	200	60	100	High	—
Focus Attack (Level 1)	21	2	35	-21	-21	15	15	100	20	60(50)	High, Low	—
Focus Attack (Level 2)	17+12	2	35	-15	—	21	—	150	40	80(70)	High, Low	—
Focus Attack (Level 3)	65	2	35	—	—	—	—	200	60	150(120)	—	—
Rainbow Suplex	3	2	20	—	—	—	—	120	40	120	—	—
Crescent Line	3	2	20	—	—	—	—	120	40	120	—	—
Stardust Drop	3	2	—	—	—	—	—	130	40	150	—	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Piece of Mercury	19	4	13	-5	-1	11	15	100	40	60	High, Low	—
Cosmic Heel	14	5	10+4	-1	—	17	—	100	60	80	High, Low	—
Back Slash	—	—	65	—	—	—	—	—	—	—	—	—
Short Back Slash	—	—	42	—	—	—	—	—	—	—	—	—
LP Rolling Crystal Flash	9	9(7)4	22	-2	2	14, 23	17, 27	20, 100	20/10, 30	20, 90(80)	High, Low	Super Combo
MP Rolling Crystal Flash	16	9(5)8(5) 9(6)4	22	-2	2	14, 14, 14, 23	17, 17, 17, 27	20, 20, 20, 100	20/10, 20/10, 20/10, 30	20, 20, 20, 90(80)	High, Low	Super Combo
HP Rolling Crystal Flash	20	9(5)8(5) 9(5)8(6)4	22	-2	2	14, 14, 14, 14, 23	17, 17, 17, 17, 17, 27	20, 20, 20, 20, 100	20/10, 20/10, 20/10, 20/10, 30	20, 20, 20, 20, 90(80)	High, Low	Super Combo
EX Rolling Crystal Flash	20	9(5)8(5) 9(5)8(6)4	22	-2	2	14, 14, 14, 14, 23	17, 17, 17, 17, 17, 27	20, 20, 20, 20, 100	—	20, 20, 20, 20, 90(80)	High, Low	Super Combo
LK Scarlet Terror	7	10	15+8	-12	—	20	—	150	30/30	100	High, Low	—
MK Scarlet Terror	7	5, 5	14+9	-12	—	20	—	100	30/20	80, 60	High, Low	—
HK Scarlet Terror	4	8, 5	14+9	-15	—	20	—	100	30/20	100, 60	High, Low	—
EX Scarlet Terror	4	8, 5	14+9	-15	—	20	—	150, 100	—	110, 70	High, Low	—
Sky High Claw	5	—	17	-20	-16	17	21	200	30/40	110(100)	High, Low	—
EX Sky High Claw	10	—	17	-18	—	17	—	100	—	60(50), 60(50)	High, Low	—
Flying Barcelona Attack	—	—	31	—	—	—	—	—	20	—	—	—
EX Flying Barcelona Attack	8	—	31	—	—	20	—	50	—	50	High, Low	—
Flying Barcelona Attack Punch Followup	3	11	31	—	—	20	—	100	40	90(80)	High	—
EX Flying Barcelona Attack Punch Followup	2	1(1)11	31	—	—	20	—	50, 100	—	50, 90(40, 80)	High	—
Izuna Drop	2	1(1)11	31	—	—	—	—	150	80	150	—	—
Remove Claw	—	—	40	—	—	—	—	—	—	—	—	—
Remove Mask	—	—	40	—	—	—	—	—	—	—	—	—
Flying Barcelona Special	6	10(2)10	31	—	—	17, 17, 17, 20	—	0	—	60(50), 60(50), 60(50), 100(90)	High	—
Rolling Izuna Drop	2	11(2)10	31	—	—	—	—	0	—	100, 100, 130	—	—
Bloody High Claw	1	9	31	-30	—	17	—	0	—	300(250)	High, Low	—

NOTE

The execution frames for the Bloody High Claw, and the execution and recovery frames for Vega's various Sky High Claw and Flying Barcelona attacks varies because the initiate part of the attacks consist of jumping toward a wall and both attacks are aerial attacks. The execution frames listed are only for the portion of the attacks after Vega jumps off the wall, and the recovery frames are only for the portion of the attacks after Vega has landed.

Zangief

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Close LP	4	6	7	-2	1	10	13	50	20	40	High, Low	Chain/Special Move/Super Combo
Close MP	5	2	14	-2	1	13	16	100	40	90	High, Low	Special Move/Super Combo
Close HP	7	4	20	-6	-1	17	22	200	60	140	High, Low	—
Close LK	4	2	10	-1	2	10	13	50	20	30	High, Low	—
Close MK	5	2	15	-3	0	13	16	100	40	90	High, Low	Special Move/Super Combo
Close HK	7	4	21	-5	-1	19	23	200	60	140	High, Low	—
Far LP	4	2	5	5	8	11	14	50	20	40	High, Low	Chain/Special Move/Super Combo
Far MP	4	2	10	2	5	13	16	100	40	90	High, Low	—
Far HP	12	3	18	-3	1	17	21	200	60	140	High, Low	—
Far LK	4	2	7	2	5	10	13	50	20	30	High, Low	Special Move/Super Combo
Far MK	7	6	18	-10	-7	13	16	100	40	90	High, Low	—
Far HK	11	4	16	-2	2	17	21	200	60	140	High, Low	—
Crouching LP	4	3	6	2	5	10	13	50	20	30	High, Low	Chain/Special Move/Super Combo
Crouching MP	8	5	12	-3	3	13	19	100	40	80	High, Low	—
Crouching HP	12	4	16	-2	2	17	21	200	60	120	High, Low	Super Combo
Crouching LK	3	3	7	1	4	10	13	50	20	40	Low	Special Move/Super Combo
Crouching MK	9	4	15	-5	-2	13	16	100	40	90	Low	—
Crouching HK	9	5	18	-5	—	17	—	200	60	120	Low	—
Vertical Jumping LP	5	5	—	—	—	8	11	50	20	60	High	—
Vertical Jumping MP	7	4	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HP	10	6	—	—	—	15	18	200	60	140	High	—
Vertical Jumping LK	7	4	—	—	—	8	11	50	20	50	High	—
Vertical Jumping MK	9	5	—	—	—	11	15	100	40	90	High	—
Vertical Jumping HK	9	6	—	—	—	15	18	200	60	120	High	—
Angled Jumping LP	6	5	—	—	—	8	11	50	20	60	High	—
Angled Jumping MP	7	3	—	—	—	11	15	100	40	90	High	—
Angled Jumping HP	11	6	—	—	—	15	18	200	60	120	High	—

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage	Block Stun	Hit Stun	Stun	Super Gauge	Damage	Block Height	Combo Ability
Angled Jumping LK	7	4	—	—	—	8	11	50	20	50	High	—
Angled Jumping MK	9	10	—	—	—	11	15	100	40	90	High	—
Angled Jumping HK	9	6	—	—	—	15	18	200	60	120	High	—
Focus Attack (Level 1)	23	5	32	-21	-21	15	15	100	20	90	High, Low	—
Focus Attack (Level 2)	17+16	5	32	-15	—	21	—	150	40	120	High, Low	—
Focus Attack (Level 3)	65	5	32	—	—	—	—	20	60	170	—	—
Bodyslam	3	2	20	—	—	—	—	180	40	160	—	—
Brain Buster	3	2	20	—	—	—	—	180	40	160	—	—
Flying Body Attack	6	7	—	—	—	15	19	150	60	110	High	—
Double Knee Drop	8	6	—	—	—	8	11	50	20	50	High	—
MP Headbutt	6	12	—	—	—	15	19	600	60	120	High, Low	—
HP Headbutt	4	6	—	—	—	11	15	500	40	100	High	—
Long Kick	14	7	22	-11	—	17	—	200	60	120	Low	—
LP Spinning Piledriver	2	2	52	—	—	—	—	100	40/100	200	—	—
MP Spinning Piledriver	2	2	50	—	—	—	—	150	40/100	220	—	—
HP Spinning Piledriver	2	2	48	—	—	—	—	200	40/100	240	—	—
EX Spinning Piledriver	4	2	47	—	—	—	—	150	—	220	—	—
LP Banishing Flat	11	2	21	-7	-5	15	17	100	30/30	120	High, Low	Super Combo
MP Banishing Flat	13	2	22	-8	-6	15	17	150	30/30	130	High, Low	Super Combo
HP Banishing Flat	16	2	23	-9	-5	15	17	200	30/30	140	High, Low	Super Combo
EX Banishing Flat	13	1, 1	27	-9	—	18	18	50, 50	—	80, 80	High, Low	Super Combo
Double Lariat	4	2(4)7(2) 7(3)9(2) 8(4)3	14	-44	—	20	—	150, 200	30/40	120, 140	High, Low	Super Combo
Quick Double Lariat	4	2(4)5(3) 8(4)3	14	-23	—	20	—	100, 150	30/30	110, 130	High, Low	Super Combo
Flying Power Bomb	2	2	45	—	—	—	—	200	30/140	230	—	—
EX Flying Power Bomb	2	2	45	—	—	—	—	200	—	250	—	—
Atomic Suplex	1	2	45	—	—	—	—	150	30/80	200	—	—
EX Atomic Suplex	1	2	45	—	—	—	—	200	—	220	—	—
Final Atomic Buster	1+0	2	46	—	—	—	—	0	—	500	—	—
Ultimate Atomic Buster	1+0	2	46	—	—	—	—	0	—	400	—	—

Achievements & Unlockables

Any Achievements or Trophies that require playing in an online match can be earned via a Player Match or Ranked Match unless otherwise stated.

PlayStation 3 Trophies List

Trophy	Type	How to Unlock
10 Years Too Early	Silver	Win 50 online battles
10 Years Too Late	Gold	Win 100 online battles
All Dolled Up	Bronze	Set your Title and Icon
Arcade Rat	Bronze	Clear Arcade mode with one character on at least the Medium difficulty setting
Color Guard	Bronze	Unlock all colors
Crowd Pleasing Master	Bronze	Perform 10 Personal Actions (taunts)
Challenge Expert	Bronze	Clear every Challenge in Challenge mode
Challenger	Bronze	Clear a single Challenge in Challenge mode
EX-cellent Master	Bronze	Perform 100 EX Special Moves
First Victory	Bronze	Win one online ranked match
Focus Master	Bronze	Perform 100 successful Focus Attacks
Hard Fought Battles	Bronze	Play 200 online matches
I Got Next!	Silver	Win five online ranked matches in a row
Icon Master	Silver	Collect all Icons
Last Man Standing	Bronze	Clear HARD Survival in Challenge mode
Legendary Champion	Silver	Defeat Gouken and clear Arcade mode on the highest difficulty setting
Lobbyist	Bronze	Create 10 online multiplayer lobbies
Medal Collector	Bronze	Collect 100 medals
Medal Hunter	Bronze	Collect 500 medals
Medal Master	Bronze	Collect 1,000 medals
Medals Get!	Bronze	Collect at least one of every medal type
No Challenge Too Hard	Bronze	Clear HARD Trial in Challenge mode
No Sweat	Bronze	Unlock all Personal Actions (taunts)
Proof of Battle	Bronze	Play 500 online battles
Playing to Win!	Bronze	Win 10 online ranked matches in a row
Rapid Fighter	Bronze	Clear NORMAL Time Attack in Challenge mode
Save Your Quarters	Bronze	Clear Arcade mode without using a single continue on at least the Medium difficulty setting

Trophy	Type	How to Unlock
Simply Perfect	Bronze	Achieve 10 Perfect victories
Special Move Master	Bronze	Perform 100 Special Moves
Speed King	Bronze	Clear HARDTime Attack in Challenge mode
Storied Reputation	Bronze	Clear Arcade mode with every character on at least the Medium difficulty setting
Sunny Daze	Bronze	Perform 365 flashy background finishes (win a round with a Super Combo or Ultra Combo)
Super Combo Champion	Bronze	Perform 50 Super Combo finishes (win a round with a Super Combo)
Super Combo Master	Bronze	Perform 100 Super Combos
Taking on All Comers	Bronze	Fight 10 opponents via fight requests
Technical Fighter	Bronze	Clear NORMAL Trial in Challenge mode
The Gold Standard	Bronze	Earn gold medals in all Challenges in Challenge mode
The World Warrior	Bronze	Unlock all characters
Title Master	Bronze	Collect all Titles
The Journey Begins	Bronze	Win 10 online matches
The Line Starts Here	Bronze	Win three online ranked matches in a row
The Road to Battle	Bronze	Play 100 online matches
Tough Cookie	Bronze	Clear NORMAL Survival in Challenge mode
Ultra Combo Champion	Bronze	Perform 50 Ultra Combo finishes (win a round with an Ultra Combo)
Ultra Combo Master	Bronze	Perform 100 Ultra Combos
Unbeatable Fist	Bronze	Ruler of all
Way of the Fist	Bronze	Win five online matches
World Champion	Bronze	Clear Arcade mode on the hardest difficulty setting

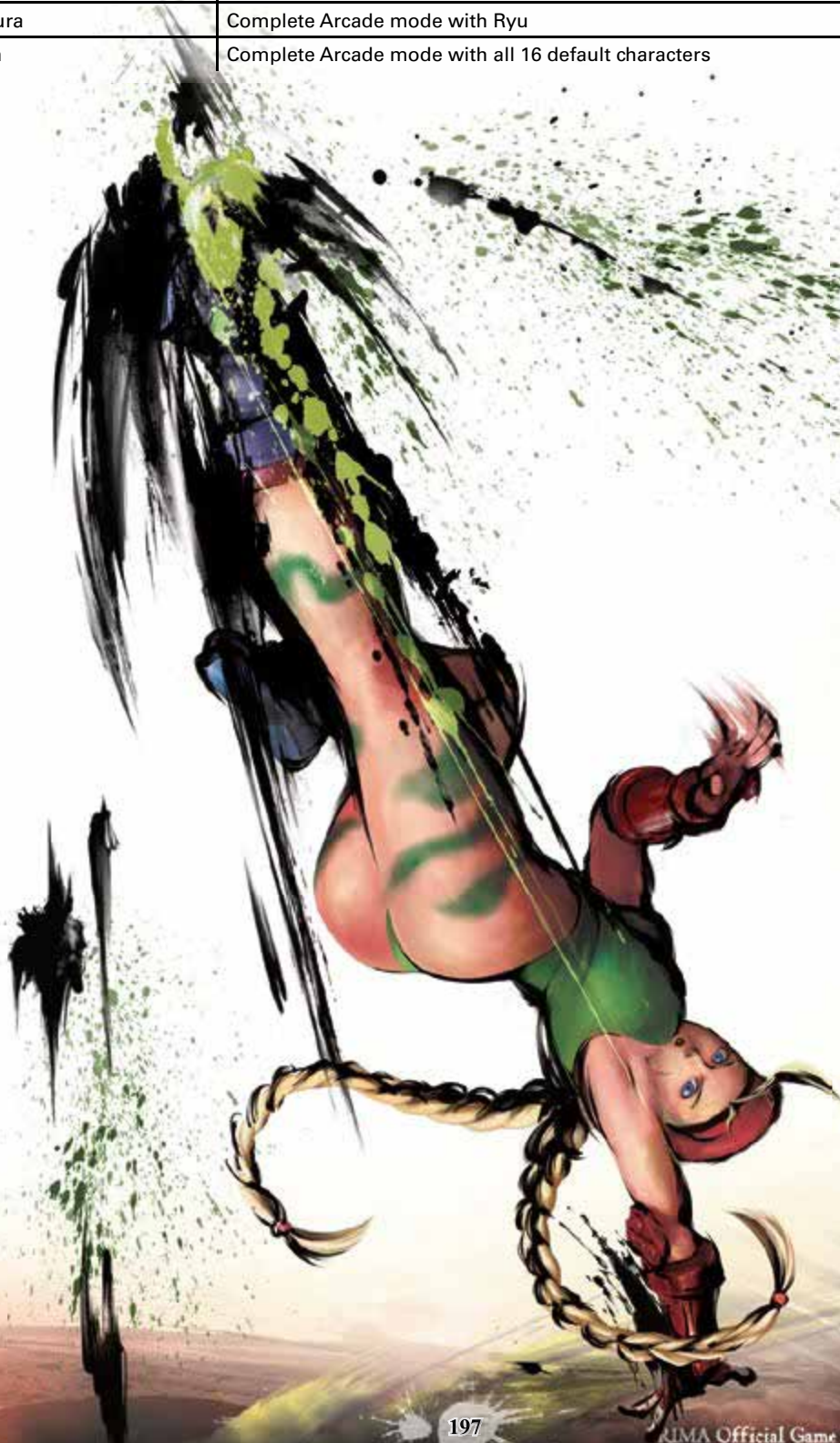
Xbox 360 Achievements List

Achievement	Gamer Points	How to Unlock
10 Years Too Early	20	Win 50 Xbox LIVE battles
10 Years Too Late	50	Win 100 Xbox LIVE battles
All Dolled Up	10	Set your Title and Icon
Arcade Rat	20	Clear Arcade mode with one character on at least the Medium difficulty setting
Color Guard	10	Unlock all colors
Crowd Pleasing Master	10	Perform 10 Personal Actions (taunts)
Challenge Expert	30	Clear every Challenge in Challenge mode
Challenger	10	Clear a single Challenge in Challenge mode
EX-cellent Master	20	Perform 100 EX Special Moves
First Victory	20	Win one online ranked match
Focus Master	10	Perform 100 successful Focus Attacks
Hard Fought Battles	20	Play 200 Xbox LIVE matches
I Got Next!	30	Win five online ranked matches in a row

Achievement	Gamer Points	How to Unlock
Icon Master	50	Collect all Icons
Last Man Standing	20	Clear HARD Survival in Challenge mode
Legendary Champion	50	Defeat Gouken and clear Arcade mode on the highest difficulty setting
Lobbyist	10	Create 10 online multiplayer lobbies
Medal Collector	10	Collect 100 medals
Medal Hunter	10	Collect 500 medals
Medal Master	30	Collect 1,000 medals
Medals Get!	30	Collect at least one of every medal type
No Challenge Too Hard	20	Clear HARD Trial in Challenge mode
No Sweat	10	Unlock all Personal Actions (taunts)
Proof of Battle	20	Play 500 Xbox LIVE battles
Playing to Win!	50	Win 10 online ranked matches in a row
Rapid Fighter	10	Clear NORMAL Time Attack in Challenge mode
Save Your Quarters	30	Clear Arcade mode without using a single continue on at least the Medium difficulty setting
Simply Perfect	10	Achieve 10 Perfect victories
Special Move Master	10	Perform 100 Special Moves
Speed King	20	Clear HARD Time Attack in Challenge mode
Storied Reputation	30	Clear Arcade mode with every character on at least the Medium difficulty setting
Sunny Daze	40	Perform 365 flashy background finishes (win a round with a Super Combo or Ultra Combo)
Super Combo Champion	10	Perform 50 Super Combo finishes (win a round with a Super Combo)
Super Combo Master	10	Perform 100 Super Combos
Taking on All Comers	10	Fight 10 opponents via fight requests
Technical Fighter	10	Clear NORMAL Trial in Challenge mode
The Gold Standard	50	Earn gold medals in all Challenges in Challenge mode
The World Warrior	20	Unlock all characters
Title Master	50	Collect all Titles
The Journey Begins	20	Win 10 Xbox LIVE matches
The Line Starts Here	20	Win three online ranked matches in a row
The Road to Battle	10	Play 100 Xbox LIVE matches
Tough Cookie	10	Clear NORMAL Survival in Challenge mode
Ultra Combo Champion	10	Perform 50 Ultra Combo finishes (win a round with an Ultra Combo)
Ultra Combo Master	10	Perform 100 Ultra Combos
Unbeatable Fist	0	Ruler of All
Way of the Fist	10	Win five Xbox LIVE matches
World Champion	30	Clear Arcade mode on the hardest difficulty setting

Unlockable Characters

Character	How to Unlock
Akuma	Complete Arcade mode with all unlockable characters except Gouken
Cammy	Complete Arcade mode with C. Viper
Dan	Complete Arcade mode with Sakura
Fei Long	Complete Arcade mode with Abel
Gen	Complete Arcade mode with Chun-Li
Gouken	Complete Arcade mode with Akuma
Rose	Complete Arcade mode with M. Bison
Sakura	Complete Arcade mode with Ryu
Seth	Complete Arcade mode with all 16 default characters



Art Gallery

















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